

Warhammer 40,000

2nd Edition

Battle Bible

“It’s Got Your Back”

or

***“Making the War-torn Wasteland of the 41st Millennia
A Little Bit Less Confusing to Conquer”***

**Version 1.8.5
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CREDITS

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Introduction

USING THE BATTLE BIBLE

The second edition of Warhammer 40,000 is an exciting, beautiful game, but it often seems to sacrifice simplicity to gain challenge. With three main rulebooks, a dozen templates, dozens of dice, and some ten Codexes, it's often difficult to find the rule you're looking for. The lack of an index in any of these books complicates things, and the scarcity of cross-references makes for tedious searches.

That's why the Battle Bible was created. It attempts to simplify things as much as possible, so you can focus on the aspects of the hobby that were *meant* to be the challenging aspects — painting, strategy, and scraping together enough cash for that new Dreadnought.

The text in this document is not a straight copying of that of the original. Indeed, very little of the rules' original wording has survived. This is an intentional decision and was made chiefly because of copyright infringement laws and secondly because the grammar of the original books is sometimes vague and in error. Where deemed necessary, clarifications have been made, and all attempts have been made to make sure that any additional rules or assumptions are valid and coincide with the intent of the original rules.

CONVENTIONS

At first glance, the Battle Bible may appear to be cluttered with confusing notations. Many of these are actually attempts to make things easier on the war gamer. As is often the case with features that attempt to empower, these notations require some explanation, and may take some getting used to.

Hyperlinks

Sometimes, the text of a rule or description of a unit will make a reference to another rule, unit or other description. In most of these cases, the word or words that refer appear as a page number in parenthesis. These page numbers are hyperlinked. Simply click on the hyperlink and you'll soon be looking at the reference. Here's an example of a hyperlink in the text of a rule:

Once inside a building, models may only move at their normal rate, and cannot run (29).

If you are perusing the Battle Bible and click on the “29” (or if you flip to page 29, if you're looking at a hard-copy), you will be taken to the rules for running, as seen here:

RUNNING

A whole squad runs together. Running models double their normal move, but cannot fire in the shooting phase. Troops may only run if there is no enemy within 8” of them.

In some cases, such as where the reference itself has some information in parentheses, it might get a little confusing, but remember that the first number — the one closest to the reference — contains the page number of the reference's target. The most common example might be the Wargear Card “Targeter”, which gives the model wearing it a +1 bonus for hitting targets with ranged weaponry. Other examples are common items whose effects can be summarised in an inch-long parenthetical overview. Without the cross-reference, a mentioning of the Targeter might look like this:

This model comes with a Targeter (+1 to hit) and a really nifty paint job.

But with the reference, it looks like this:

This model comes with a Targeter (240, +1 to hit) and a really nifty paint job.

Note that the “240” that comes first in the parenthesis means that more detailed information about the Targeter can be found on that page, and has nothing to do with the “+1”.

TEN YEARS LATER...

It's been ten years since the final version, 1.3.7, was released. I've decided to update this fellow's work as best as I can, using 1.3.7 as a starting point and sticking as close as possible to his chosen format. Here's what's new in v1.5:

- Legion of the Damned entry edited to follow their final 2nd ed ruleset from WD 224
- Sisters of Battle entry completed, and numerous errors fixed in the material that was there
- Ork special characters added
- Musket, Handbow added to Weapons section
- Chaos Post-Heresy Terminators reduced to +5 pts over Loyalist ones, rather than 1.3.7's listing of +10
- Necromunda and homebrewed codexes removed (other than the appendix of optional rules at the end)
- Added a trimmed version of an old FAQ by the original author about the Battle Bible, for strictly historical interest
- Some reorganization to make it a bit easier to follow, random typo fixes, upgraded to the Queen's English
- **1.5.1 Update:** Some minor reorganizations and typo fixes; corrected page numbers; added Ork dreadnought — 2008/09/23

AND EIGHT YEARS FROM THAT...

Happily I see that 1.5.1 has slowly spread from the now-defunct forum I originally posted it on some eight years ago to become the standard 2nd ed Battle Bible. Up until now, any version number higher than that has been fanwank created by dodgy characters of questionable moral rectitude, but I recently came across a mention that a few White Dwarf articles had eluded me, so I've decided to put out a small update. New here for version 1.6 are:

- WD 179, 191-196, 198, 200, 204 Question & Answer column clarifications added throughout the Bible text
- WD 193 High Ground Mission Card
- WD 207 Aerial Supremacy (Eldar & SM vehicle wargear, plus Scythes)
- WD 209 Space Marine Heros (Chapter Masters plus Combat Squads)
- WD 220 & 221 Ork vehicles (Scorcher, Wartrak, War Trukk), plus the original Ork Battlewagon datafax
- Added Colonel Shaefer special character to IG list
- Removed Adeptus Arbites and Inquisition separate army lists and folded them back into the Imperial Agents list
- Corrections to sustained fire, blast marker use, Chaos Terminator and Cult weapon access, Eldar Exarch wargear and Support Weapon Platform access, Harlequin entries, Space Marine Veterans, Blood Angels Tycho, SoB and Squat army percentages
- Removed all text hyperlinks for eyestrain and printing purposes; the page numbers next to them are still hyperlinked — 2016/02/29
- **1.6.1 Update:** Added WD 169 bunker and Adeptus Arbite information — 2016/12/23
- **1.6.2 Update:** Fixed Squat field costs and Eldar Support Weapon Platforms — 2017/03/22
- **1.6.3 Update:** Corrected Infiltration wording, Fire Axe damage, regular axe Str, Bjorn the Fell-Handed WS, Ork Warboss Wounds, Master-Crafted Plasma Pistol long range mod, meltabomb damage — 2019/08/07
- **1.6.4 Update:** Added Pulsa Rocket terrain damage, removed plasma gun low-power mode, altered and added note on sustained fire wording — 2019/08/08
- **1.6.5 Update:** Page references, sustained fire example, moved special characters to end of lists — 2019/08/14
- **1.6.6 Update:** Corrected bayonet Str, Termagant size — 2019/09/25
- **1.6.7 Update:** Removed Storm Sword (fan weapon?), corrected Sisters squad sizes — 2020/11/11
- **1.6.8 Update:** Corrections to the target size lists, Plague Marine weapon access, and Necron Disruptor Zone vs. Tyranid weaponry; added Chaos Spawn generation rules — 2021/01/14
- **1.6.9 Update:** Added Tarantula weapons, axed duplicate Ork Dreadnought, fixed Predator weapons — 2021/04/21
- **1.7 Update:** Corrections to Psychic Phase, vehicles firing support weapons, axe definition, daemon victory points, Chaos Cult squad weapon access, Necron squad size, Ork crews, and Techmarine wargear cards — 2021/06/30
- **1.7.1 Update:** Clarified hidden infiltrators and Gretchin Assistant Champions, reduced Chaos support percentage from 50% to 25%, fixed Mk 1 Plasma Gun Str — 2021/10/14

Using the Battle Bible

- **1.7.2** Update: Added hotshot weapons note, fixed Wraithguard proximity rules, clarified Dreadnought/robot melee damage — 2021/10/19
- **1.7.3** Update: Clarified charge target declaration, removed bolter from SM Assault Weapons, corrected Eldar Dreadnought and War Walker weapon access, noted Eldar platform crew weapon access, added Blade of Admonition fear note, God save the King (from bears) — 2022/09/08
- **1.7.4** Update: Corrected Space Marine Terminator Captain weapon access, fixed Eldar support weapons some more — 2022/09/20
- **1.7.5** Update: Corrected Space Marine crew weapon access, noted Blastmaster special effect, corrected Exodite Dragon Knight squad size and Champion details, added Imperial Agents vehicles — 2023/09/29
- **1.7.6** Update: Added Credits section — 2023/09/29
- **1.7.7** Update: Clarified Jam rules, removed C'Tan Phase Blades from generic army lists, added missing 12" range to Vortex Detonator — 2023/11/05 (remember, remember!)
- **1.7.8** Update: Corrected Battery coherency distance, added Mole Mortar abilities and notes, fixed Blind Grenades — 2024/04/14
- **1.7.9** Update: Updated Attack Bikes to WD 207, corrected blinding attacks on daemons, added Keeper of Secrets Terror, fixed Imperial Agent servitor support weapon access, added possession requirements for appropriate CSM vehicle mods, made SM Veteran (Tactical) squads Ultramarines-only, added separate entry for Ultramarine Veteran Sergeants (they have different weapon access) — 2024/05/22
- **1.8.0** Update: Corrected Attack Bike add-on costs in individual entries, added lasguns to Squat Warrior squads, fixed auto-cannon stats, fixed Death Company squad boltgun access and Nobz Mob heavy weapon access — 2024/12/04
- **1.8.1** Update: Clarified Break Test timing and frequency, HtH combat vs Dreadnoughts, and Space Marine dreadnought weapon access, and added special editorial note regarding the latter (warm thanks to the 2E Discord Server crew for the spots). Also fixed the Genestealer Cult Support percentage (50% to 25%) and added a new "Other FAQs" section to clarify the provenance of all the many FAQs out there. — 2025/02/04
- **1.8.2** Update: Added wargear card to IG Primaris Psykers, removed close-combat fumbles with Mk. I Plasma Guns, removed move or fire exception for Heavy Plasma Gun in low-power mode, clarified that AP ammo wargear only works with one shot, restricted force weapon extra wounds to daemon targets — 2025/06/03
- **1.8.3** Update: Corrected Medipack rules, Chaos Post-Heresy Terminator squad cost, Deathwing immunities, Chaos vehicle targeter access, Land Raider and Razorback critical damage, Wolf Guard Champion pack leadership, Weirdboy Minderz numbers. Added notes to Gretchin and Snotlings regarding Runtherdz leadership. Added missing Waaagh! and Weirdboy psyker rules in new Ork subsection (see p. 137). Added missing Madboyz special rules on leadership. — 2025/06/05
- **1.8.4** Update: Added missing twin-linked base rules (and links/references throughout the Bible to this new subsection), added note on hiding and communicators, corrected Chaos combiweapons, corrected Space Marine dreadnought auto-launchers, added Space Wolves Iron Priest Support option info, corrected Space Wolves dreadnought weapon options, added generic Battle Standard wargear — 2025/07/27
- **1.8.5** Update: Corrected grenade throwing range, corrected Master-Craft Bolt Pistol rarity, CSM Veteran squad size, Chaos combi-bolter rules and Sonic Blaster range, removed power sword from the CSM list, fixed Wraithguard statline, fixed Spike Rifle range, removed Rapier Laser Destroyer optional (fan) rule, added Shieldbreaker notes for collapsing Rune Armour and Storm Shields from WD 196, added sourcing notes to the official FAQ answers and temporarily removed the non-official answers (mostly Chaos; they will reappear in a future version once I've sorted out sourcing) — 2026/06/06 (RIP John Blanche)

If I've missed still more, or if you find errors in the original work, simply whisper my name on the wind (i.e. bitch on various and sundry forums) and I'll get around to it in another half-decade. I'm particularly interested in fixing things that the Bible got wrong all those years ago, and removing fan rules/rules from other games to make it a strictly canon 40K document.

A GAME OF WARHAMMER 40,000

At its most basic level, a game of Warhammer 40,000 involves following fifteen steps. Some of these steps are more complex than others, and many steps involve sub-steps which are covered in greater depth later in the Bible. This section is for a general overview of the game or for newbies who have never played.

1. AGREE ON POINTS

In an attempt to ensure the fairness of Warhammer 40,000, the *Points* system is used. Each option — tank, individual model, squad, weapon, or piece of equipment — that you can have has an associated Point Cost. The greater the number of Points a certain option costs, the more powerful an influence it is likely to produce: a tank, for example, costs much more than your average lightly-armoured grunt. The Points Cost of any option is generally listed with the option's description; the Army Lists are the most common places to find Points Costs.

With certain rare exceptions, each model you place on the battlefield costs you Points to have in your army. Many models are capable of carrying weapons and other equipment that they don't come equipped with normally — these options are obtained at further Point Cost. This method of "buying" options provides a control system for fairness and flexibility: two players could spend the same amount of Points on the same Army Lists and produce very different armies.

If you make add-on rules or units for your armies, make sure to carefully consider their effect on the game when deciding how many Points they are to be worth. As a common courtesy, you must make sure you have other players' approval before fielding any customizations to the army list.

The very first step of a game of Warhammer 40,000 is for all players to agree on how many points each will spend. This can be any number, although commonly a multiple of 500 (1,000, 1,500, etc.). The Army Lists and the limitations (e.g., at least 25% squads) therein have been built with a 500-1,500 point force in mind as the smallest. In one-on-one battles (the most common), each player will get to spend the same amount points on his/her army. Obviously, if you have a 2-on-1 battle, the side with the lone player should get twice as many points as either of the other players to spend on his army.

2. AGREE ON GAME LENGTH

All players must agree on a total game length; 4 turns is recommended. Optionally, the players can agree to extend the game on a turn-by-turn basis until both players agree the battle is fought out. Likewise, if both players agree, the game can be ended prematurely; this usually happens when one side holds a clear advantage over the other and it would be pointless to fight it out to completion. For those who wish a random game length, roll a **D6** at the start of the game: 1-2 the game will last for three turns, 3-4 the game will last for four turns, and 5-6 the game will last for five turns.

3. BUILD ARMIES USING POINTS

Each player "buys" their army by making selections from the Army Lists. Unless you and your opponent agree otherwise, you must make all selections from a single Army List of your choosing. Note, however, that the "*Allies*" section of each Army List allows you to make restricted selections from other Army Lists. You are also subject to other restrictions specific to each Army List when building your armies; these restrictions are noted under each Army List's description.

4. PLACE TERRAIN

During this step, all players construct what will be the battlefield for the game. Some players prefer to work together to build a setting that follows a certain theme or flavour that all agree on (for example, the conquest of a desert world or the raiding of a supply bunker). Other prefer to take turns placing terrain so that neither table edge will contain a particular tactical advantage due to landscape. How much terrain is placed, and how much of the battleboard is covered with some kind of terrain is totally up to the players involved. The general consensus, however, seems to be that the more terrain, the better the game — from an aesthetics point of view as well as a playability perspective.

5. MARK DEPLOYMENT ZONE

There are two Deployment Zones (these are the areas inside which your models will be placed to start the game), one on each of the long sides of the standard 4' x 6' rectangular gaming board. The zones begin at the long table edges and extend into the board 12". There is a margin of 12" on each side.

Take four counters and place them where the Xs are to denote where the two Deployment Zones end.

6. DRAW MISSION CARDS (OPTIONAL)

To make the game a little more realistic, if both sides agree, each player may draw a Mission Card at random. These are cards which define specific goals of each force, and describe the rewards which accompany their accomplishment. Mission Cards (20) are described later.

As an alternative to Mission Cards, feel free to define your own custom objectives — “destroy that building”, or “defend that group of civilians”. As with any customizations of the game, anything goes — so long as your opponents agree on it.

7. DRAW STRATEGY CARDS (OPTIONAL)

All players but those who command Tyranid forces may draw Strategy Cards (21). You may draw one Strategy Card at random for each 1,000 points or multiple thereof that your army consists of — for example, the commander of a 1,250-point army would draw 2 cards, and the commander of a 2,980-point army would draw 3 cards. For each card, you are allowed a “mulligan” — that is, you may replace the card drawn and redraw. You must, however, keep the redrawn card even if it is less desirable than the original.

8. DETERMINE DEPLOYMENT ZONES

The side with the highest Army Strategy Rating gets to select which Deployment Zone they want, with ties being randomised. Alternately, the player who did not set up the battleboard may select their desired side. Since this should not make a large tactical difference (because neither side should be favoured with advantage-granting terrain features), feel free to use whatever methods you want to determine it.

9. DETERMINE DEPLOYMENT ORDER

Each army gets a base Strategy Rating as follows:

Race/Army	Army Strategy Rating
Space Marines	5
Eldar	4
Orks or Chaos	3
Imperial Guard or Squats	2
Tyranids	1

Whoever has the smallest Strategy Rating must deploy his troops first; settle ties with D6 randomization.

10. DEPLOY UNITS

Each player may place the models he has purchased using Points wherever he wants within his Deployment Zone. However, all squads must begin the game within squad coherency (18) distance to each other, and all vehicles must begin the game in terrain over which they would normally be allowed to move.

11. DETERMINE TURN ORDER

To determine who goes first, each player rolls a D6 and adds the Strategy Rating of his leader to the score. Some models or options grant additional Strategy Ratings; these are noted in the description of the option. For example, Commander Azrael (189), leader of the Dark Angels chapter of the Space Marines, confers a Strategy Rating of 6 if present in your army. Thus an army commanded by Azrael would have a total Strategy Rating of 6+D6 to compare with your opponent. Whoever gets the highest score gets to go first.

12. PLAYER 1's TURN

The player who goes first takes his turn. Each player's turn consists of several sub-phases: Movement, Shooting, Hand-to-Hand Combat, Psychic, and Rally. These phases are described in more detail later.

13. PLAYER 2's TURN

The player(s) who did not go first takes his turn in the same fashion as Player 1 just did. If there are more than 2 players, continue until all players have had a turn.

14. REPEAT

Repeat **Steps 12** and **13** until you have taken the number of turns agreed upon. Each sequence of both players each taking a turn count as a single turn.

15. DETERMINE VICTOR

At the end of the game, sum up all the Victory Points (19) that apply to each side. The side with the most Victory Points is declared the winner of the battle unless some alternate arrangement was agreed upon back in **Step 6**.

GENERAL RULES

Note: wherever there is a conflict of rules, the most specific rules may override the more general rules.

CHARACTERISTICS

Not all people are created equal — the same holds true for models in the Warhammer 40,000 game. Leaders, for example, are more experienced, more brawny, and have more nerve by far than your average foot trooper. A biological monstrosity consisting of a swarming mass of tentacles will be a better fighter in close combat than a run-of-the-mill grunt.

To reflect battle realities like these, nearly every model in the game has certain *characteristics*. This is a common concept in games of this nature; they're simply a numerical way of describing the model in terms of game mechanics. In all cases, the higher the number, the better.

Zero-Level Characteristics

Some models have been given a **0** for certain characteristics, meaning they have no ability whatsoever in that area — or that that characteristic just doesn't apply to them. The most common place you'll see this is in creatures that are purely close combat machines (Genestealers (217), Hormagaunts (217), etc.), and have a **0 BS**, since they lack projectile weapons or the ability to use them.

Characteristic Profiles

Each model has a *profile* of its characteristics; this profile is given in the Army List(s) with which the type of model is associated. For example, you'll find an Imperial Guardsman (read: common grunt) characteristic profile in the Imperial Guard Army List, and it looks like this:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

From left to right across the top, the characteristics are explained below.

Movement (M)

This is the ability of a model to move. Ordinarily, a model may move a number of inches equal to its Movement characteristic in the Movement Phase (28). For reference, most human models have a **M** of **4**; Eldar models frequently have an **M** of **5**, and Squats normally have an **M** of **3**. Thus a man can move **4"** a turn, and an Eldar **5"** a turn.

Weapon Skill (WS)

A model's **WS** indicates how proficient he/she/it is in the art of close combat and hand-to-hand fighting. The higher this number, the more combat-worthy the model is for this type of fighting. A common value for this characteristic is **3**.

Ballistic Skill (BS)

BS is the ability of a model to use projectile weaponry effectively. Think of it as the model's marksmanship rating. The higher the model's **BS**, the better it is at shooting a weapon.

Strength (S)

Strength reflects the raw physical aggressiveness of the model and its ability to damage another model in close combat. A model inflicting hits on an opponent in hand-to-hand combat may use its Strength to calculate how damaging those hits are. Most "ordinary" models have a Strength of **3**.

Toughness (T)

This is the natural physical resilience of a model's skin, hide, scales, etc. A higher Toughness makes a model more difficult to damage with weapons of all kinds. A common value is **3**.

General Rules

Wounds (W)

Models may only sustain a number of points of damage equal to their Wounds characteristic before being incapacitated (slain, knocked unconscious for the duration of the game, given a crippling injury, etc.). Most models have only **1** Wound, meaning that “one hit kills” most miniatures on the battlefield. Models with more than **1** Wound are burly, resilient, and are often special character models.

Initiative (I)

Indicates how alert a model is and how fast it can react. Models with a low Initiative are slow and cumbersome. A common value of this characteristic is **3**.

Attacks (A)

The number of Attack Dice (see hand-to-hand rules, 38, for more information) a model may roll when involved in close combat. Most models have only **1** Attack, and the higher the number, the better. Note that both **A** and **WS** are factors in determining whether a model wins a round of hand-to-hand combat.

Leadership (Ld)

A model with a high **Ld** is courageous, steadfast and self-controlled in the heat of battle. Low-**Ld** models may panic easily and are not as battle-worthy. **Ld** is used when making panic and psychology tests.

BUILDINGS

Once inside a building, models may only move at their normal rate, and cannot run (29). Charges (29) may only be declared against enemy models visible at the start of the turn. It takes models an entire movement phase (28) to move from one “level” or “story” of a building to the next, regardless of the method used (elevator, ramp, ladder, etc.).

Destroying Buildings & Doors

Weapons with a blast marker (35) fired at buildings do not affect other models, and buildings are not affected by weapons with a blast marker meant for other models — unless both players agree otherwise. Buildings are given an Armour Value as shown below, and as such use armour penetration (37) rules:

Type of Building	Armour Value
Tent or inflatable structure	5
Mud or straw hut, wooden or tin shack	10
Plexiglas or plastic	15
Timber, stone, concrete or plascrete	20
Steel, plasteel or rockrete	25
Armaplas, ceramite, or adamantium	30

Imperium buildings are generally made of timber, stone, concrete or plascrete. Administratum and other official buildings are made of steel, plasteel or rockrete. Only purpose-built fortifications are constructed from armaplas. Doors will generally be made of the same material as the building they are part of, but will simply be destroyed if their armour is penetrated, leaving a hole. If a weapon penetrates the armour value of a building, it is damaged; roll a **D6** and consult this table:

D6 Roll	Effect
1-3	<i>Shaken</i> — Models inside are knocked off their feet and cannot move or shoot in their next turn. They fight normally if engaged in hand-to-hand combat. Add +1 on future rolls on this table.
4-5	<i>Badly Shaken</i> — Any models inside are knocked off their feet as above, and are separated immediately from HtH. Further movement within the building is at half rate. Add +2 to the rolls on this table from now on.
6+	<i>Collapsed</i> — Any models inside must make an armour saving throw or be slain by the falling debris. Survivors cannot move or shoot in their next turn, and are separated from HtH immediately.

See also hand-to-hand combat versus buildings (40), scatter in buildings (35).

Bunkers

If using bunkers (as featured in the Bunker Assault (20) mission), use the following rules in addition to any applicable rules for buildings given above:

Any force may include bunkers. Each costs **50** points, which counts towards your force's Support total. All bunkers must be deployed before either army is deployed.

Up to eight models may be placed inside a bunker. On the roof may fit up to an additional five models, or a single support weapon and its crew. Any number of models may enter or leave a bunker through the door, or move from the interior to the bunker's roof, or from the roof to inside, each turn. A single support weapon (other than a Mole Mortar) purchased as normal for the army may be set up on the bunker's roof at the start of the battle; it must remain there for the duration of the battle.

Bunkers have two vision slits per wall, except for the wall with the door, where there is only one vision slit. Each provides a 90-degree arc of fire for one model inside.

Models that shoot at the bunker may either attack the bunker itself or models that are on the roof. Models inside the bunker cannot be attacked directly, even if they fired out of a vision slit in their previous turn. Models on the roof are attacked using the normal shooting rules, but receive the **-2** to-hit modifier for being in hard cover. Attacks made at long range count the bunker as a large target and receive a **+1** modifier to their to hit rolls, while attacks made at short range hit the bunker automatically.

When a bunker is hit by a ranged attack, resolve the attack as if you were attacking a vehicle, using the damage tables below. Unlike a vehicle, however, the bunker is only affected by attacks that score a direct hit. Weapons with a blast marker that are fired at models on the roof, or which scatter when attacking the bunker or another target nearby, will only affect models on the roof and will not cause any damage to the bunker itself. Weapons with a blast marker that hit the bunker will only damage one location, chosen at random by rolling on the damage table. A bunker may be attacked in HtH combat just as any vehicle.

D6	Location	Armour	
		Front	Side/Rear
1	Vision Slit		
2	Door*	20	20
3-6	Bunker	25	25
D6	Bunker Damage Table		
1-4	All models inside or on the roof are knocked off their feet and cannot move or shoot next turn (but may fight normally if attacked in HtH combat). Add +1 to all future damage rolls against this bunker.		
5-6	The bunker collapses. Each model inside or on the roof must make an armour save or be killed. Survivors cannot move or shoot next turn; if engaged in HtH combat, they are separated immediately.		
D6	Door Damage Table		
1	The door is jammed shut. No model may enter or leave the bunker, unless a door blown off result occurs for that bunker (see below).		
2-5	The door is blown off. Any future hits in this location are treated as Vision Slit hits (see below).		
6	The door is blown off. Additionally, make one roll on the Bunker Damage Table.		
	Vision Slit Damage		
	The attack goes through the vision slit, hitting a random model inside the bunker.		

*Only if the door is visible to the attacker. If not, count this as a Bunker hit instead.

Special Weapon Effects:

Choke, Hallucinogen, Scare, Toxin (276): The gas from these weapons will seep through any vision slits into the bunker. If a vision slit on a bunker falls under the blast marker template for the grenade then roll a **D6** for each model inside. On a roll of **3+**, the model is affected by the grenade.

General Rules

Photon Flash Flare (277): Photon flash flares that go off outside a bunker will not affect any models inside the bunker. If the flare goes off inside the bunker, it automatically affects any models in the bunker, and **+1** is added to the dice roll on the Flash Effect table.

Distort Cannon (262): Roll a **D6** if any part of the bunker falls under the Distort Area template. On a roll of **4+**, the bunker and all of the models in or on it are affected by the distort cannon. Make one distort test to see what happens to the bunker and its occupants.

Flamers: The flames from these weapons will wash over the bunker and flow through any vision slits to affect the models inside. If a flamer is used to attack the bunker then it will automatically hit a vision slit. Roll a **D6** for each model in the bunker: on a **3+** they are hit by the flamer. Flamers do not receive the strength bonus and save modifiers normally applied to weapons with a blast marker in a building.

Graviton Gun (246): If a graviton gun is used to attack a bunker it will automatically hit the bunker and ignores armour penetration. Roll on the bunker damage table adding **+1** to the dice score.

Harlequin's Kiss (230): A model armed with a harlequin's kiss that is within **1"** of a vision slit or open bunker door may use the weapon to attack any models inside the bunker. Roll on the harlequin's kiss table to see what happens to any models inside the bunker.

Mole Mortar (264): If a mole mortar is used to attack a bunker, then roll on the following table instead of the standard Mole Mortar table:

D6 Roll	Effect
1	<i>Off Target</i> — Randomly determine scatter as normal and then reroll on the standard Mole Mortar table.
2-5	<i>No Effect</i> — The missile is stopped by the bunker's floor and has no effect.
6	<i>Cave In!</i> — The torpedo explodes under the bunker and blasts out a deep crater which the bunker collapses into. The bunker and all models in or on it are destroyed. Remove the bunker model and replace it with a crater. Only direct hits by a mole mortar that also cause a cave in can create this result: mole mortar attacks that scatter onto or near the bunker will not.

CAVALRY

Cavalry refers to any mount with only one Wound; larger mounts are generally treated as vehicles or assigned their own rules. A cavalry model is treated as a single model. If the rider is slain, the mount is removed from play as a casualty. Cavalry models use the rider's Leadership, Toughness, Wounds, and Initiative, and the mount's Move. Cavalry gain a **+1** on their armour saving throw, and in hand-to-hand combat the rider adds his steed's **A** to his own.

CHARACTERS

Unless otherwise noted, characters move and fight as individuals and may pick their targets freely — ignoring the standard Choosing A Target (33) rules, except when using Heavy Weapons (253). Characters are free to join squads and fight with them: simply move the character model within **2"** — standard squad coherency (18) range — and declare it a part of the squad. Squads led by characters may use the character's Leadership during Break tests (53). Characters who have joined a squad may leave at any time, except when the squad is affected by Psychology (54), has declared a charge, or has engaged in hand-to-hand combat (38). While with the squad, it is counted as a part of it in all respects — which means it must flee if the squad is Broken (53) — but it does not share the effects of Psychology unless it is affected by it. In other words, you must test the character for Psychology effects separately from the squad.

If a character is more than **2"** away from all other squads, he may only be picked out as a separate target if he is the closest. If a character is within coherency distance of a squad of other models at least as big as he is, but has not been declared a part of it, he cannot be picked out as a separate target by the enemy — even enemy characters. If the squad next to which a character stands is hit, randomize the shot(s) between the members of the squad and the character. For example, if a character is standing next to a squad of five men and the squad is hit by bolter fire, a **D6** is rolled — on a result of a 1-5, one of the squad members is hit; on a 6, the character is hit.

GAME LENGTH

Usually, games are four turns long. However, this isn't a formal rule. If both players agree, the game may be extended indefinitely, voting to continue on a turn-by-turn basis. Additionally, Bunker Assault (20) missions are always six turns long.

SQUAD COHERENCY

Models, which comprise a squad (or a Tyranid brood), must normally remain within **2"** of one another — drawn from base-edge to base-edge — at all times. Known exceptions to this rule are listed with the wargear to which they apply. Squads using the Dispersed Formation ability may extend this coherency to **4"**. If models are engaged in hand-to-hand combat (38), they are not bound by the Coherency rules. When combat finishes, the rule is applied again. If a squad's coherency is broken — e.g., by having the middle link in a "chain" of models destroyed by enemy fire — the squad must attempt to reestablish coherency in their next movement phase. If this is not possible, the smaller part of the split squad counts as being broken (53).

Dispersed Formation

Some units may use a Dispersed Formation; this means they may extend their coherency range to **4"**.

SUPPORT WEAPON BATTERIES

Support weapons with a value of less than **100** points must be formed into Batteries. Armies including **3** or fewer such support weapons must form all of them into a single Battery; armies with more support weapons must form them into n Batteries of approximately equal size, where n is equal to the number of support weapons divided by **3**.

Batteries are deployed as groups of models at the start of the game like ordinary squads. They may be deployed in terrain which would normally be impassible (28); if so, they cannot be moved during the game except to rotate. If a Battery takes a special action (Overwatch (29), Hiding (29)), the entire Battery must take the action. Weapons in a Battery may select separate targets, but are still subject to the normal picking a target rules (33).

When a Battery is fired upon, the enemy must choose the support weapon closest to them. Batteries take Break tests (53) just like normal squads, but add **+2** to their crewman's Leadership (maximum **10**). Note that support weapons crewed by Servitors (175) do not need to take Break tests. Batteries failing their Break test will hide if they are in cover, but the support weapons are not hidden, and still fair game. Broken (53) batteries not in cover will flee, leaving their support weapons.

Battery Coherency

For batteries of support weapons, squad coherency (18) must be maintained, except that support weapons within a battery must only remain within **4"** (rather than **2"**) of each other at all times.

INFILTRATION

Models with the Infiltration ability may be deployed as normal. Alternately, you may keep infiltrating models off the battlefield until your opponent has set up; you may then place them *anywhere on the battlefield*, providing they are out of Line of Sight to any enemy model. The troops can be set up in hiding (29) if placed in or behind concealing terrain. If both players are using infiltrators, each rolls a D6: the player that rolls lowest has to deploy theirs first.

TURN SEQUENCE

The turn is comprised of the following sequence: Movement Phase (28), Shooting Phase (33), Hand-to-Hand Combat (38), Psychic Phase (42), and the Rally Phase (53).

VEHICLE CREW

Unless otherwise stated in the description, the cost of a vehicle always includes the crew. Crew members are allowed to board (31) or leave the vehicle in the same way as other models. If the driver of a moving vehicle dismounts, then his vehicle will go out of control (31) in its next turn. Dismounted crewmen must remain within **6"** of their vehicle — unless it has been destroyed, in which case any surviving crew form their own unit and are subject to normal rules for squad coherency (18). Crew remaining inside their vehicle are immune to psychology (54) and do not have to take Break tests (53).

General Rules

All crew on board a vehicle are trained to do each others jobs. It takes an entire turn for a crewman to swap positions in this way, and he is not allowed to do anything else on the turn in which he swaps over. Adeptus Mechanicus Engineers, Techmarines (172), Squat Engineer Guildmasters (207), and Ork Mekaniak (142) models are also allowed to take over from crewmen in the same way.

VICTORY POINTS

A player is accorded Victory Points for causing damage to his opponent's forces and for fulfilling objectives stated on Mission Cards (20). At the end of the game, the player with the most Victory Points has won the conflict. The points accorded by Mission Cards is listed with each card; for damage versus enemy forces, use this table:

Each Enemy Squad	50% Casualties	Broken/Wiped Out
<100 points	0	1
101-200 points	1	1
201-300 points	1	2
301-400 points	2	2
401 points+	2	3
Each Enemy Vehicle	Damaged	Disabled/Destroyed
<100 points	0	1
101-200 points	1	1
201-300 points	1	2
301-400 points	2	2
401 points+	2	3
Each Enemy Character	Wounded	Killed
<50 points	0	0
51-100 points	0	1
101-200 points	0	2
201-300 points	0	3
301 points +	0	4
Each Enemy Squadron	50%+ disabled	All disabled
<100 points	0	1
101-200 points	1	1
201-300 points	1	2
301-400 points	2	2
401-500 points	2	3
501 points+	3	4
Each Enemy Battery	50%+ destroyed	Wiped Out
<100 points	0	1
101-200 points	1	1
201-300 points	1	2
300 points+	2	2
Each Enemy Daemon	Wounded	Wiped Out
	0	1/3

In addition to this, there are some models that fall into multiple categories; for example a character model or squad riding in a vehicle. In this case, the Victory Points for each part are added together.

The 1/3 Victory Point value for Daemons only includes summoned daemons. Greater Daemons count as characters.

WARGEAR CARDS

Certain models may be assigned Wargear Cards; which models these are and the maximum number of cards that may be assigned them are listed with the description and point cost of the units. If a model carrying Wargear cards is slain, the Wargear is considered destroyed with him. Likewise, unless both players agree otherwise prior to the start of the game, Wargear cannot be "passed around" from model to model: it stays with the model to whom it is assigned for the game's duration. See the complete list of Wargear Cards (221) for more specific information.

MISSION CARDS

Mission Cards detail a strategic objective for the player to accomplish — and describes how doing so will accord the player extra Victory Points (19). The different Mission Cards are described below:

Assassins

- Enemy Commander wounded: +1 Victory Point
- Enemy Commander slain: +5 Victory Points

Bunker Assault

- Each bunker with at least one of your models in it, and no enemy models in it: +5 Victory Points
- Each enemy bunker destroyed: +3 Victory Points
- Note: **Bunker Assault missions are always six turns, not four**

Dawn Raid

- Having at least one squad with less than **50%** casualties or at least one undamaged vehicle in opponent's Deployment Zone at the end of the game: +5 Victory Points

Engage and Destroy

- For each enemy squad wiped out: +1 Victory Point
- For each enemy vehicle destroyed: +1 Victory Point
- For each enemy character slain: +1 Victory Point

Guerilla War

- For every **3** enemy models slain in hand-to-hand combat (38): +1 Victory Point
- For every enemy vehicle destroyed or disabled within **24"** of your table edge: +1 Victory Point

High Ground

- For every unbroken squad with less than 50% casualties within **3"** of one of the three highest points at the end of the game: +1 Victory Point
- If the squad also has a functional heavy weapon: +1 Victory Point

Hold the Line

- No unbroken enemy squads or operational vehicles within **24"** of your edge: +5 Victory Points
- Each bunker with at least one of your models in it, and no enemy models in it: +1 Victory Point

Take and Hold

- Your objective is a point **24"** into the table and **36"** from the left hand edge (which should be in the middle of a standard table). If you have at least one model within **3"** of this spot at the end of the game, and the closest model to this spot is yours: +5 Victory Points

Witch Hunt

- If the most powerful enemy psyker is wounded at end of game: +1 Victory Point
- If the most powerful enemy psyker is slain: +5 Victory Points
- Each enemy character (17) worth **50** points or more slain: +1 Victory Point

Terrorize

- Tyranids only.**
- Each Break, Fear or Terror test failed by the opposing force: +1 Victory Point
- Each Character killed or broken: +1 Victory Point

Trap

- Tyranids only.** "Trapped" models have at least one Tyranid model between them and the nearest table edge at the end of the game.
- Each enemy unit trapped at the end of the game: +1 Victory Point

General Rules

Before the Tyranid forces are deployed, roll a **D6** for each brood and individual model. On a roll of **1-3**, the model(s) must be deployed in the deployment zone; on a **4-6**, the model(s) may be deployed within **6"** of either the left or right edge of the table if desired. Tyranid forces may be set up Hidden (29) even if they are not in or behind cover. Any Tyranids with a ranged attack may also deploy on Overwatch (29).

Tyranid Attack

Tyranids only.

Annihilate enemy:

Win game

Each time a Tyranid model is slain, place it to one side. Creatures from the Individuals and Support section of the army list can be brought back into play at the start of the next Tyranid turn. Creatures from the Broods section of the army list can only be brought back once enough models have been killed to form a new brood. Roll a **D6** for each brood or individual that re-enters play at the start of your turn. On a **1**, you must wait until next turn to try again. Otherwise, you may deploy them on your table edge.

STRATEGY CARDS

Each player draws one Strategy Card at random for each **1,000** points (or fraction thereof) in his army. Tyranid commanders do not draw these cards but instead follow other rules (211).

Ambush

You may play this card on one of your squads during deployment (12). You may deploy the squad up to **24"** from the table edge, and you may place them in hiding (29) if they are in or behind cover. In addition, the squad begins the game on Overwatch (29).

Barrage

Play this card during any of your shooting phases (33). Take the **3"** blast marker (35) and place it anywhere on the battlefield, then roll a Scatter die. Scatter the marker **2D6"** in the direction indicated. Models hit by the marker in its final resting place suffer an **S5** hit inflicting **D10** damage, a **-3** save modifier, and having an armour penetration (37) of **D6+D10+5**.

Bombing Run

This attack uses the Thudd Gun template. Nominate a direction of attack and place template 1 so that the arrow points in the desired direction. This is the point of release. The whole blast marker (35) then travels **D6"** in the direction of the arrow, as the bombs are carried forward before impact. Resolve placing the other three markers as with a Thudd Gun (267). Any model wholly under a template is hit automatically; models partially underneath are hit on a **D6** roll of **4+**. Models are hit as if by a Heavy Flamer (255), so resolve damage, saving throws and catching fire (25) as normal.

Booby Traps

You may play this card at any time to activate the traps. Take a counter and place it anywhere on the table; models within **3"** of the counter will trigger a booby trap on a **5+** on **D6**. A **2"** blast marker (35) is centred on any model triggering such a trap. Hit models suffer an **S4** hit with a **-1** save modifier. The Traps counter remains in play and will attack any models which move within **3"** of it.

Brilliant Strategy

This card adds **D6** to your army's Strategy Rating (12) for the entire game.

Covering Fire

You may play this card on one of your squads during deployment. This squad has been ordered to cover the rest of the army as it moves into position. The squad is so well prepared it may add **+1** to all its to hit rolls for shooting in the first turn. In addition, the squad may start the battle in Overwatch (29).

Crack Shot

You may play this card during your own shooting phase (33) when you hit an enemy vehicle but before the armour penetration (37) roll is made. For that shot only, the armour value is halved (against Tyranids, the target's Toughness is halved), rounding up. This card will not work for weapons which use a blast marker (35).

Craven Cowardice

You can play this card on an enemy squad with broken (53) morale at any time. The broken squad completely scatters; remove the remaining models as casualties. May also be played on shaken (167) Space Marines to cause them to break.

Delayed

You may play this card before your opponent sets up. A single enemy squad or vehicle or your choice is delayed by infiltrators fighting behind the lines and does not deploy with the rest of the enemy force. Instead, it arrives during the opposing player's first movement phase (28) and must move on from the edge of the table, starting at a point inside the enemy's deployment zone (12).

Divine Inspiration

You may play this card at the start of the game. All of your troops add +1 to their Ld for the entire game.

Flank March

You may play this card during any of your own movement phases (28) after the first turn of the game. You may move a squad or vehicle which did not deploy at the start of the game onto one of the "neutral" edges of the battlefield. A Leadership test (54) is required for this to succeed; if failed, the unit cannot enter this turn but may try again in the next turn.

Forced March

You may play this card at the beginning of the game before forces are deployed. You may deploy any of your force up to 18" from the table edge. Any squads which you wish to deploy between 12" and 18" onto the table must be deployed before any enemy forces, regardless of relative Strategy Ratings.

Insane Courage

You may play this card instead of rolling when you attempt to Rally (53) — the broken squad automatically recovers and may immediately take another normal turn.

Last Gasp

Though mortally wounded, one of your warriors refuses to go down without a fight. Play this card when a model in your army is reduced to zero wounds. This may be a character, if you wish. Just before the fighter dies he manages to loose off one final burst of fire from a pistol (260) or basic weapon (244) (not a heavy weapon (253)), or throw a grenade (34). Resolve this as normal shooting, outside the usual turn sequence. Once the effects of the shot have been worked out the model is removed. If the model is in close combat (38), this shot must be directed at a model in base contact (yes, he can even pull a pin on a grenade!).

Look Out, Sir — Aaargh!

You may play this card when any of your characters (17) is killed for any reason, providing there is another of your models within 3" at the time. The nearby trooper (of your choice, if more than one is eligible) sacrifices himself for the cause and is slain. The character model survives. Presumably, a shrine or something is erected somewhere in the fallen grunt's honour.

Malfunction

You may play this card when the enemy fires a Heavy Weapon (253). The weapon in question explodes; the model using it takes an S4 hit with a -1 save modifier; if the weapon is mounted on a vehicle, roll on the Weapon Damage Chart to see what effect the explosion has.

Minefield

Play this card at the start of the battle before deploying forces. Part of the battlefield has been littered with deadly mines, shown by an area no larger than 10"x4" (or an equivalent area). The minefield must be in your half of the battlefield. Any model moving into, or starting its movement inside, the minefield will set off a mine of a **D6** roll of 1 or 2. Any troops which move over the minefield, including those with jump packs and similar equipment, may set off the mines (there are small anti-grav mines in the air as well).

Mines inflict a single Strength **6** hit that does **D6** damage with a **-2** saving throw modifier. Vehicles are hit on the location in contact with the minefield (tracks, wheels, legs) with a Penetration of **6+2D6+D12**. Skimmers can set off the mines, in which case a randomly determined location will be hit. Models in the minefield which do not move have no chance of setting off a mine.

Reinforcements

You may play this card at the start of any of your movement phases (28). Pick one of your squads or vehicles which had been destroyed during the game and return it to play, moving it onto your table edge but not within **24"** of enemy models. The enemy scores Victory Points (19) normally for wiping out the model(s) a second time.

Sabotage

Friendly troops have managed to infiltrate the enemy army and cut off its lines of supply and communication. Ammo dumps have been captured or destroyed leaving the opposing army short of ammunition. Play this card on an enemy squad just after it has fired for the first time. This squad is dangerously low on ammo. Roll a **D6** for each affected model at the start of each subsequent shooting phase (33), on a roll of **4+** the model cannot fire that turn while they desperately search for more shells or another power pack!

Saved!

You may play this card at any time on a model (not vehicle) which has just been eliminated for any reason. The model avoids its fate and does not die. If the model is within the area of effect of a blast marker (35) which remains in play, move it outside the edge of the marker in a random direction.

Special Issue

You may play this card on one of your character (17) models at the start of the game. Shuffle all the remaining Wargear Cards (19) together and then draw one at random. The model is permitted to keep the card, even he already carries his full complement of Wargear Cards and even if it is a card he would not normally be able to use: a Space Marine could keep an Eldar-only weapon, for example. He may redraw once if the first card is unusable to him: a non-psyker character drawing a Force weapon, for example.

Strafing Run

You may play this card during any of your shooting phases (33). Pick any enemy squad; that squad suffers a hit as from a twin-linked (36) Auto-cannon (253). A *Jam* result means no effect.

Surprise Assault

Play this card at the start of the battle after deployment. Your opponents are so surprised and hurried, that they cannot set Overwatch (29) and cannot make any run or charge moves in their first turn. Vehicles cannot accelerate on the first turn. In their second and subsequent turns the enemy army may act normally. If the enemy is allowed to start the battle in Overwatch for any reason, such as the Ambush (21) Strategy card or Tyranid Trap (20) mission, the squads on Overwatch must pass a Leadership test (54) or lose it.

Traitor

You may play this card at the beginning of the game to increase your force's Strategy Rating by **D3**. Alternately, you can hold onto this card, and use it to cancel out any one of the following Strategy Cards: Barrage (21), Reinforcements (23), Flank March (22, the enemy force counts as Delayed (22) instead), Booby Traps (21), Brilliant Strategy (21), Forced March (22), Delayed (22), or Ambush (21).

General Rules

Ultimate Sacrifice

You may play this card when the enemy throws a grenade at one of your squads. A heroic individual in the squad makes the ultimate sacrifice and hurls themselves onto the grenade, shielding the rest of the squad. Nominate one of the models in the squad. Resolve the effects of the grenade against this model only, even if the grenade normally uses a blast marker. If the grenade leaves a blast marker (35) in place (such as a plasma grenade (278)), move any other models to the outside edge of the template.

Virus Outbreak

You may play this card at any time. Place a **2"** blast marker (35) anywhere on the table and treat it as a Virus (279) grenade template. The template remains in play for the remainder of the game.

House Rule: Deemed too powerful by most players and even GW developers of the time, it is common to take this card out of the deck before dealing. Alternately, the effects only apply during the turn the card is used.

WEAPON RULES

ARMOUR SAVES

Most models wear some form of Armour which protects them from damage. Any time the model is hit by a close combat (38) or ranged (33) weapon, roll the appropriate Armour Save. If the model makes the roll, it may ignore that hit.

Saving Throw Modifiers

If a weapon does not list any specific Saving Throw modifier, it is by default based upon the Strength:

Strength	Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

Unmodified Saves

Certain wargear items (and some special abilities) grant an additional saving throw which is not modified. It doesn't matter if you are being hit with a club or a Lascannon, the save remains the same.

A model may only have one Wargear item (such as a Defensive Field) which provides an unmodified save. A model may only ever have one energy field item, whether currently activated or not.

DAMAGE

Even if a model's armour is penetrated, it usually has a chance to avoid being hurt. For each hit that is scored on a target, roll a **D6** to see if the hit wounds the target.

Consult this table for the minimum score needed to wound:

		Target's Toughness									
		1	2	3	4	5	6	7	8	9	10
Str of Hit	1	4	5	6	6						
	2	3	4	5	6	6					
	3	2	3	4	5	6	6				
	4	2	2	3	4	5	6	6			
	5	2	2	2	3	4	5	6	6		
	6	2	2	2	2	3	4	5	6	6	
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

CATCHING ON FIRE

Some fire-based weapons may cause their targets to catch on fire even if they survive the initial damage-computing. Roll a **D6** for each model surviving a hit from such a weapon; on a **4+**, that model catches on fire. Models on fire must roll on the following chart at the start of each turn:

Fire Test Chart (D6)	
1-5	Fire continues to burn, causing another automatic hit as with the weapon that caused the model to catch on fire. If the target survives, it will move randomly and is unable to do anything else this turn. Squad coherency (18) rules are suspended for troops on fire.
6	The flames are put out; the model cannot move or fire during this turn, but may fight normally thereafter.

Any model within 1" may attempt to beat out the flames (instead of shooting); roll a **D6** — on a **6**, the flames are put out. If more than one model is assigned to beat the flames, the roll is given a bonus of +1 for each additional model. Vehicles (including Dreadnoughts), as well as models in Terminator Armour (241), Frenzied (54) troops, and Tyranid (216) models may choose to ignore the flames and continue fighting as normal.

FORCE WEAPONS

These weapons count as psychic attacks. During hand-to-hand combat (38), the weapon adds the wielder's psychic Mastery Level (42) to the user's Strength rating. If the weapon has a Strength rating of its own, that be may used instead if it is higher than the previous value. Force weapons wound daemons (57) automatically; the normal daemonic aura (58) saving throws do not apply.

Phases of a Game Turn

MOVEMENT PHASE

During the Movement Phase, the player whose turn it is may move any of his models. Foot troops — those models with a Movement (M) characteristic — may normally be moved a number of inches equal to their M in any direction; rotating the model is free of charge, with certain exceptions (see below). Vehicles and models lacking a Movement characteristic must be moved in different fashion as outlined below. Models may be moved in any order desired by the player, though convention is that once moved, a model cannot be moved further in this turn.

MOVING

The Movement Phase is the first in the Turn Sequence (18) and is made up of the following sub-phases:

Declaring Charges

Declare which of your models are charging (29).

Compulsory Moves

Some movement — such as that demanded by the effects of a gas weapon or vehicles moving out of control (31) — is mandatory, or compulsory. It is all taken in this sub-phase.

Move Chargers

The models which you nominated to charge in the Declaring Charges sub-phase are moved now.

Normal Moves

Each model may move up to its Move characteristic (M) in inches. Turning is free of charge for non-vehicle models, but the direction a model is facing at the end of its movement is important for determining where the model may shoot; see the Shooting Phase (33) for more information. Models may incur movement penalties for terrain; see below.

Terrain Types

Not all terrain is equally negotiable. It takes more effort to cross a rapidly-moving stream than to run across a field of grass. To represent this reality in the game, terrain is divided into the following categories, each with its own penalties for models attempting to move across it:

Open Terrain

No penalty. Brush, scrub, woods, debris, ruins, boulders, crevasses, stairs, ramps, steps.

Difficult Terrain

½ normal movement. Steep slopes, thick forests, streams, shallow water, marshes, soft sand, ladders.

Very Difficult Terrain

¼ normal movement. Almost sheer slopes, tar pits, swamps, pools, fast flowing rivers.

Impassible Terrain

No movement allowed. Deep rivers, lakes, sheer cliffs, very high walls.

Obstacles

If an obstacle is no more than 1" high and/or 1" broad, models may move over it without penalty. If an obstacle is more than 1" tall but no more than twice the height of the model trying to cross it, the model can still clamber over, consuming half of its movement to do so. If an obstacle is more than twice the height of the model trying to cross it, it counts as impassible terrain to that model. Penalties are cumulative for terrain typed obstacles.

OVERWATCH

Vehicles, squads, and characters (17) that did nothing but rotate in the Movement Phase may go into Overwatch. This declaration must be made at the start of the controller's Movement Phase. A squad cannot partially go into Overwatch: it's all or nothing.

Troops on Overwatch skip their Shooting Phase (33) in order to be able to fire during their opponent's turn. At any time during the opponent's turn, a squad on Overwatch may remove their Overwatch counter and fire on the opponent, interrupting their opponent's turn. You cannot interrupt a declared action, however. For example, if an opponent declares a target for their squad, you cannot then interrupt with Overwatch to shoot that enemy squad before it fires. A model on Overwatch may rotate before it fires, unless shooting a move or fire weapon.

Troops firing from Overwatch take a **-1** penalty if firing on troops emerging from or moving into cover.

Unused Overwatch counters are removed at the start of the next turn. Troops shot at while on Overwatch must immediately take a Leadership test (54). If it is failed, the models on Overwatch lose their Overwatch status.

CHARGING

A model cannot move to attack another model in hand-to-hand combat without charging. A whole squad charges together, and a specific enemy unit must be declared as the target of the charge. Charge moves cannot be pre-measured to ensure that the charging squad can reach its target, and even if the charge fails to reach the enemy, a charging squad cannot participate in that turn's Shooting Phase (33).

Charging models move at double their normal move and gain a **+1** bonus to their Combat Score in hand-to-hand combat (38). A charging model must engage the closest enemy model, but can ignore enemy models already engaged in hand-to-hand combat. You may charge a unit even if it is hiding. Charging models cannot participate in the Shooting Phase (33) until they leave hand-to-hand combat.

HIDING

If a squad did not run, and the entire squad ends its turn in cover from the enemy, it may go into hiding. Line of sight cannot be drawn to hidden troops, and as a result they cannot be fired on. Cavalry, vehicles, Dreadnoughts, and Terminators cannot hide. If a hidden model moves or shoots it becomes instantly visible, and if any member of the squad is revealed, the entire squad is revealed. If a model starts its turn hidden and moves at normal rate through only concealing terrain, it may keep its hidden status. Troops which are already hidden may go into Overwatch (29).

Models can detect hidden troops within a circular area, the radius of which is their Initiative characteristic in inches. Detected models can be fired at by the troops that spotted them and any friendly models with a communicator.

ED NOTE: Communicators are not defined in the rules, other than to say that "almost all models" have them, and so follow the broad 2nd edition idea of "you don't need us to tell you the obvious; you don't need rules for this". Have fun arguing about it.

RUNNING

A whole squad runs together. Running models double their normal move, but cannot fire in the shooting phase. Troops may only run if there is no enemy within **8"** of them.

TELEPORTING

Some squads or models may teleport — either by gift of a Wargear Card (19) or a piece of equipment such as Terminator Armour (241). To teleport a squad, place one model from the squad on the table where you wish it to be teleported. Roll a Scatter Die and **2D10**. A double-**1** means the whole squad has been lost in the warp (read "wiped out and gone for good"). Otherwise, the model is moved in the direction of the arrow the number of inches rolled on the **2D10**. If the model is moved off the edge of the table by this scatter, the attempt has failed and the squad must try again next turn. If the model ends up in a building or other solid matter, roll for deviation again from that point.

Movement Phase

Once the first model has been deviated, the rest of the squad can be placed anywhere within 2" of it. Teleported models can shoot and fight in hand-to-hand combat (38) on the turn they arrive, but do not count as charging (29) if they teleport directly into base-to-base contact with enemy models. Troops that have paid the points cost to teleport into a battle may teleport out again during the owning player's turn. The squad is simply removed from the table during the player's movement phase and cannot return later in the game.

VEHICLE MOVEMENT

Each Vehicle has three movement rates: Slow, Combat, and Fast. These move rates are listed on the vehicle's datafax, and indicate the maximum number of inches the vehicle may move at that rate. Unless arranged otherwise, vehicles start the game at Slow rate. They can change their rate by one band per turn — for example, from Slow to Combat, but not from Slow to Fast. At Slow Rate, a vehicle may make any number of unrestricted turns during its move. For Combat Speed, up to two 45° turns are allowed. A vehicle travelling at Fast Speed may make only one turn of 45° at any point during its movement. Additional considerations apply depending on a vehicle's motive type:

Tracked Vehicles

Can move unhindered over most terrain — can only move through woods at a maximum of half their Slow Speed. Tracked vehicles moving through a bog or swampy ground at Combat Speed or above risks becoming stuck — roll **D6**; on a **6**, the vehicle is stuck for the remainder of the game and cannot even turn. Tracked vehicles may move over obstacles at Slow Speed without penalty; at faster speeds, they collide and cause damage as normal.

Wheeled Vehicles

Cannot cross difficult (28) or very difficult (28) terrain at Combat Speed or faster, cannot move through a wood at all and cannot cross obstacles (28) of any kind.

Bikes And Trikes

Bike squads have their squad coherency (18) extended to **6"**. They are capable of going from Slow to Fast Speed in a single turn, but must decelerate at normal rate. Bikes may cross difficult or very difficult ground, including woods, at Slow Speed only — at faster speeds, they crash and incur damage. Bikes cannot cross obstacles (28) of any kind; they will crash if they attempt to do so, and they cannot cross water other than shallow streams and fords.

Mounting and dismounting (31) a bike follows the normal rules with one exception: the hit taken when boarding or leaving a bike moving at **20"** or more only has a **-3** saving throw modifier. Bikes in collisions (32) with other vehicles will only cause a hit to the location hit on the other vehicle — do not roll for each other location as normal. Instead of firing bike-mounted weapons during the shooting phase (33), riders may fire their own personal weapons in a 360° arc. Bikes may also make skid turns (30) and hit and run attacks (31), as described below.

Skid Turns — Bikes Only

Bikes traveling at Combat Speed or above may make as many Skid Turns as the player wishes, of up to 45° apiece. Skid Turns may be made immediately after a normal turn or immediately after each other. For each Skid Turn made, roll a **D6** and compare to this table:

Bike Speed		Result
Combat	Fast	
—	1	The bike crashes and is destroyed together with its rider. The flaming wreck travels straight forward for the remainder of its maximum Fast Move, and then explodes with a 1" radius causing an S4 hit on any target within the area. If the bike hits something before its move is complete, work out a collision before the bike explodes.
1	2	No weapons may be fired this turn, including from the rider(s).
2-3	3-4	Rider cannot fire any weapons, including bike weapons, this turn. Passengers or sidecar crewmen may shoot as normal.
4+	5+	Move as normal.

Movement Phase

Hit and Run Attacks — Bikes & Skimmers Only

Riders on trikes, bikes, and skimmers (31) may make hand-to-hand combat (38) attacks at other models as they pass them during their move. Use normal HtH rules, except that each player may only roll one Attack Die no matter what their model's Attack characteristic is, and no matter what the models are armed with. The biker is considered to be charging (29) and to have a better Initiative for the purposes of tie-breaking — also, no parries (39) may be made by either model. A rider may make only one hit-and-run attack each turn in this way, and cannot shoot in the same turn in which such an attack was made.

Walkers & Dreadnoughts

Can walk underwater along a river or sea bed at half rate. Walls over the height of the model's knee will stop it moving over them, but they are big enough to just push their way through hedges, etc. Additionally, all walker-mounted weapons may be fired independently by the same crewman (18). Walkers have a Movement characteristic just like foot troops. They must move straight forward, but may change their facing by up to 90° at the start and at the end of their movement for free. They may change facing in the midst of movement at the cost of 1" per 90° change. Dreadnoughts and walkers may avoid collisions (32) like foot troops.

Skimmers

May move over terrain features without penalty. Skimmers must land or hover for troops to mount or dismount (31), and may change their altitude by any amount. Skimmers may only be engaged by enemies in hand-to-hand combat (38) if it has landed. Skimmers may make hit-and-run attacks (31).

Pop-Up Attack — Skimmers Only

A skimmer that was either stationary or traveled at Slow Speed in its previous movement phase is allowed to make a pop-up attack. You must declare this at the start of your move phase. Instead of moving across the table, the skimmer moves upwards; place the skimmer on a mug or other object to indicate this. Enemy models on Overwatch (29) are allowed to shoot at the skimmer as it pops up.

In the shooting phase (33), skimmers making a pop-up attack may trace their line of sight from a point 12" above the table (as can enemies firing from Overwatch (29), but they add 12" to their traced range). After the attack has completed, the skimmer drops back down.

Boarding & Leaving Vehicles

Vehicles capable of transporting models other than their crew indicate this in their description. Any number of models may enter or leave a vehicle during a turn, up to the total number of models that can be transported within it. Models may board a vehicle which was stationary or moving at Slow Speed in its previous turn if they are within 2" of its side or rear after they have made a normal move.

Models leaving a vehicle may leap out at any point in the vehicle's move, interrupting it if necessary. These models are positioned touching the vehicle's side or rear and may immediately make a normal move. Squad coherency (18) must be maintained between models leaving and any models still inside.

High-Speed Dismounts

If a vehicle is moving up to 10", then troops may leave or board it without risk. If a vehicle is moving more than 10", each model boarding or leaving sustains an automatic hit, allowing a normal armour save, causing one wound, and with a Strength value as below:

Vehicle's Move	0-10"	11	12	13	14	15	16	17	18	19	20+
Strength of Hit	None	1	2	3	4	5	6	7	8	9	10
Save Mod	None	0	0	0	-1	-1	-2	-2	-3	-3	-4

Out of Control!

Vehicles moving out of control are moved before other models during the Compulsory Movement phase.

Movement Phase

1-2	Turns 45° left and moves
3-4	Moves straight ahead
5-6	Turns 45° right and moves

Control may be regained if a slain crew member (18) was the cause of the Out of Control status and if another crew member may take over for his comrade. The vehicle is moved **3D6"** but no faster than its maximum speed. Roll a **D6** to figure out which way the vehicle moves:

Collisions and Rams

Vehicles moving faster than **10"** which move into another vehicle, a building, a piece of terrain or an obstacle that it cannot cross results in a collision. Vehicles traveling more than 10" may also deliberately "steamroller" hapless foot troops. If the collision target does not have Ram Values listed on its Datafax, consult the following table:

	Creature*	Bike	Buggy	Dreadnought*	Larger
Strength	Toughness	5	6	7	8
Damage	1	D4	D6	D10	D12
Save Mod	-1	-2	-3	-4	-5
*Note that creatures and dreadnoughts cannot deliberately ram things; their values are included here for when they are rammed or collide accidentally					

In a collision involving two vehicles, the locations where the two vehicles actually touch suffer an automatic hit. For each of *all the other locations*, roll a **D6**; on a **4+**, that location suffers a hit as well. For each hit location, compute armour penetration (37) by rolling **D6+(Ram Strength)+(Damage)**. Note that if Damage is not a variable amount (e.g., **D6** or **D12**), it is not added. Exposed crew which are hit in a collision suffer a hit as normal with the Strength, Damage, and Save Modifier indicated.

In a collision involving a vehicle and a building or obstacle (28), roll for locations that are hit as above — the location physically contacting the obstacle is automatically hit. Use the vehicle's own Ram Values to calculate armour penetration as above, but the penetration cannot be larger than the Armour Value of the building itself. Buildings (15) struck will suffer a hit with the same armour penetration as the vehicle striking it. If the armour value of the building is penetrated, the vehicle will blow a hole in the wall the size of the width of the vehicle.

Creatures which are run over may attempt to dive out of the way. For each model, roll a **D6** and compare the model's Initiative. If the roll is greater, or if the roll is **6** regardless of Initiative, the dive fails and the model suffers a hit. Creatures successfully diving out of the way are placed on either side of the vehicle and are not harmed. The second creature diving adds **+1** to his Initiative when comparing it to the D6 result, the third creature adds **+2**, and so on. The vehicle suffers a randomly located hit with a penetration equal to the creature's Toughness **+D6** for each creature they hit during movement this turn.

Repairing a Damaged Vehicle

Some models may attempt to repair a single damaged hit location on a vehicle, dreadnought, or damaged support weapon. While doing so, the model cannot shoot or fight in close combat. At the end of the turn, roll a **D6**:

1-2	<i>Hopeless.</i> The model has wasted his time.
3-4	<i>Possible Repair.</i> The damage is not repaired this turn, but you may continue to work on it. At the end of this further turn, the damage will be repaired on a 4+ , while a score of 3 or below indicates the damage is beyond repair.
5-6	<i>Repair.</i> The model puts good all damage sustained.

SHOOTING PHASE

During the Shooting Phase, the player whose turn it is may assign shooting actions to all of his models capable of ranged fire — all models with a BS characteristic, but not models that ran (29), for example. Like with movement, the order in which shots are determined is completely left to the player, but if a squad is assigned to fire, firing for all models in that squad must be resolved before any other models may fire. For each firing action, the player must Choose a Target, Roll To Hit, and Roll to Wound/Damage. The defending player then gets to make any applicable armour- or personal field-related saving throws.

GENERAL RULES

Most models may fire within a 90° arc to their front. Exceptions are noted with the model or weapons description. Models must be able to draw Line of Sight to their target. You cannot fire “through” a model at another — whether the interposing model is friendly or enemy. Line of Sight cannot be drawn more than 2” into a wood.

Move-or-Fire Weapons

Certain weapons are designated as Move-or-Fire. If the model carrying that weapon moves during a turn, it cannot fire that weapon during the same turn. Vehicles, including Dreadnoughts, ignore this restriction.

CHOOSING A TARGET

Monstrous Creatures	Greater Daemons, Beasts of Nurgle, Champions riding Chaos Juggernauts or Steeds of Slaanesh, Carnifexes, Hive Tyrants, Lictors, Tyranid Warriors, Zoanthropes, Dreadnoughts (all)
Vehicles	All normal vehicles, and man-sized models riding bikes
Man-Sized Creatures	Any models not included in other categories
Smaller Creatures	Nurplings, Ripper Swarms, Spore Mines, (Snotlings*)

**House Rule: Officially, Snotlings are not small creatures, but a common house rule is that they are treated as such.*

Usually, a model may fire any of its ranged weapons at targets within 90 degrees of the direction it is facing. Exceptions to this are noted in the description of the unit, most notably with vehicles, whose weapons may have side or turret-mounted firing arcs. A player cannot measure the distance between his models and his opponents before firing.

The Closest Target

As a base rule, all members of a squad must fire at the closest target. However, there are several exceptions:

- 1) Characters (17) are always allowed to fire at whatever legal target they please.
- 2) A squad or model may ignore vehicles or Monstrous Creatures in favour of other targets, or other targets in favour of vehicles or Monstrous Creatures. So you can choose the closest vehicle, the closest Monstrous Creature, or the closest Man-Sized or smaller creature.
- 3) Smaller creatures can always be ignored in favour of other targets unless they are within 6” of the firing models. If these creatures are within 6”, the unit must fire at them in preference to other targets.
- 4) Models engaged in hand-to-hand combat (38) and models with broken (53) morale may be ignored.
- 5) Targets in cover may be ignored in favour of targets in the open.
- 6) Buildings or a specific game objectives can always be chosen as a target — e.g., storage tanks.

The Same Target

All members of a squad must fire on the same target. However, there are exceptions to this as well:

- 1) Members of a squad not able to fire at the target because of arc restrictions may fire at a different target.
- 2) Squad members armed with Special or Heavy weapons may choose a different target than the rest of their squad.

Shooting Phase

Grenade Throwing

Grenades (276) are thrown during the Shooting Phase. Some members of a squad may throw grenades while other models use other weapons, but all must choose the same target. A grenade cannot be thrown more than twice the thrower's Strength in inches — e.g., an **S4** Marine cannot throw more than **8"** away.

Characters & Heavy Weapons

Characters normally may pick any target they like, ignoring the guidelines described above. However, if the character wields a Heavy Weapon (253), he must abide by the normal rules, just like any other unit.

Choosing a Target with Unusual Weaponry

The above rules apply to all weapons — even those which produce blast markers (35) or those which use a special template (e.g., Flamers (245)). This also means that multiple hits from sustained fire (36) weapons must all be applied to the same target unit. If you are firing a template or blast marker weapon, it has to be fired at the closest unit (with the usual exceptions as noted above) and it would have to be placed so that most of the models hit were out of the target unit.

TO HIT THE TARGET

Subtract the Ballistic Skill (BS) of the shooter from **7**, and then add all penalties and other modifiers. The result is the number on a **D6** required to hit the target. A roll of a **1** always misses — even the best sharpshooter has an off day. Some basic modifiers are shown below:

-1	Target is in Soft Cover (35)
-2	Target is in Hard Cover (35)
-1	Target moved between 10" and 20" in its last Movement phase
-2	Target moved more than 20" in its last Movement Phase
-1	Shooting from a vehicle moving at Fast Rate
+1	Shooting at a Large Target (34)

7+ To Hit

In certain situations, it may be that the shooter needs a **7** or greater to hit his target. This is still possible, but the shooter must first roll a **6** on his initial **D6** roll. He must then make another **D6** roll, and score as follows:

Roll Required	7	8	9	10
D6 Score Needed	4+	5+	6	Cannot hit

Firing on Troops in Hand-to-Hand Combat

Troops firing on models engaged in hand-to-hand combat (38) must randomize their shots between all participants engaged in the hand-to-hand combat. A model in hand-to-hand combat cannot shoot weapons during the shooting phase. For the purposes of this randomization, all monstrous-sized creatures (e.g., Greater Daemons) count as being twice as large as man-sized opponents, and all smaller-than-man-sized creatures count as being half as large.

Fast Moving Targets

If a target moved between **10"** and **20"** in its last Movement Phase (28), all shots taken are at **-1** to hit. If the target moved more than **20"**, all shots are at **-2**. This penalty is in addition to any other modifiers due to cover or position.

Large Targets

Large Targets are those which are elephant-sized or bigger — tanks, for example. Firing on a Large Target confers a **+1 To Hit** bonus.

BLAST MARKERS

See also Grenades (34), Scatter in Buildings (35). If a weapon uses a blast marker of some kind, nominate a target model (obeying the normal targeting restrictions), place the appropriate marker so that its centre is directly over that model, and roll To Hit (34) as normal. If you hit, then the marker stays where it is; models whose bases are wholly under the marker are hit automatically, and models whose bases are even partially covered are hit on a **4+** roll on **D6**. If you miss, roll the Scatter and Artillery Dice together:

Scatter Die	Artillery Die	Result Description
Arrow	Number	Move the marker the number of inches on the Artillery die in the direction shown by the arrow
Hit	Number	As above
Arrow	Misfire	The shot has no effect at all
Hit	Misfire	Place the blast marker centred over the shooter; the weapon is destroyed

Maximum Scatter

A marker cannot scatter more than half the distance from the shooter to the target. A model throwing a grenade at a target 8" away cannot scatter more than 4" in any direction, regardless of the number rolled on the Artillery Die.

Targeting the Ground

Nominate a target and place the marker where desired. To hit the exact spot elected, you must roll a **6** on **D6**; the firing model's BS is ignored, as are all normal modifiers To Hit. If you don't roll a 6, scatter the marker as normal with the following exception — a scatter roll of "Hit & Misfire" is treated as an "Arrow & Misfire".

Scatter in Buildings

When using weapons with a blast marker (35) indoors, roll to scatter normally; if the centre of the blast marker is within Line of Sight of the shooter, then leave it where it is. Otherwise, move the blast marker back in a straight line towards the shooter until its centre *is* within Line of Sight. Additionally, if a blast marker detonates in an enclosed space it adds **+1** Strength and **-1** to its Saving Throw Modifier. Flamers (245) and gas weapons add **+1** to their die roll to affect models in a confined space. Obviously, models on the other side of a wall will not be affected by the blast marker unless there is a window or door.

TEMPLATES

No to-hit roll is required when using template weapons. Simply take the appropriately sized template (the weapon's entry will tell you which template to use) and place it so that the pointed end is touching the base of the model firing the weapon and the rounded end is covering the target. Any models completely covered by the template are hit automatically and any models partly covered are hit on a **D6** roll of **4+**. Damage rolls and armour saving throws are made as normal. Note that to-hit modifiers for target speed, cover, and so on do not apply to template weapons.

COVER

Hard Cover

Walls, ditches, trenches, vehicles, rocks, buildings, and other features which obscure a shooter's target but also offer physical protection. Models firing at models in Hard Cover take a **-2** To Hit penalty. If more of a squad is in the open than in cover, ignore the To Hit modifier. If some of the unit is in Soft Cover (35), and others are in Hard Cover, use the Soft Cover modifier for all members of the unit. Models anywhere in craters — no matter how large the crater's rim is — are assumed to be in Hard Cover.

Soft Cover

Features which partially obscure a shooter's target, but offer no substantial protection. Vegetation is the best example. Models firing at models in Soft Cover take a **-1** To Hit penalty. If more of a unit is in the open than in cover, ignore the To Hit modifier. If some of the unit is in Soft Cover, and others are in Hard Cover (35), use the Soft Cover modifier for all members of the squad.

SUSTAINED FIRE

Models firing weapons capable of “Sustained Fire-*n*” may choose to roll up to *n* dice of Sustained Fire, to a minimum of 1. First, nominate a target and roll to see if you hit as normal. If you hit the target, you can roll any number of Sustained Fire dice up to *n* — for example, if you were firing a Heavy Bolter (254) at a squad of Space Marines, and hit the target you nominate, you could roll 1 or 2 Sustained Fire dice because a Heavy Bolter has Sustained Fire-2. Add up the numbers on the SF dice; this is the total number of hits that are made with the firing weapon.

The first of these hits must be allocated to the original target, but the others may be assigned to other enemy targets in the same unit within 4” of the original (see Choosing a Target (33)). Additional models hit cannot be in better cover than the original — you can’t target a model in Soft Cover (35) and assign sustained fire hits to enemy models in Hard Cover (35), for example (unless you take the Hard Cover modifier to hit the original target), even if the models are in the same unit. Line of Sight must still be possible between the firing model and any nominated targets. Allocate hits prior to rolling for damage (25); work out damage as normal.

House Rule: The original wording is “can roll one or more sustained fire dice”. If you prefer to focus on the “one or more” bit, then a minimum of 1 die is required. If you prefer to note that “can” before all of that, you can read the whole deal as an option and choose not to roll any sustained fire dice. Andy Chambers noted in 2019 that “As I recall the weapons that use sustained fire are balanced around the idea that they’ll jam/blow up on occasion so taking the more charitable reading and allowing single shots or less dice will make them more powerful/cheaper than originally intended. I don’t think Assault cannon need the help to be honest.”

Jams

For each Jam result on the dice, place a Jam counter next to the firing model for the specific weapon that scored the jam. Once firing has been resolved for that phase, that model cannot fire the weapon again if it has any Jam counters. To unjam a weapon, the model must not be on Overwatch (29), suffering broken (53) morale, or be in hand-to-hand combat. It must skip its Shooting Phase, at the end of which it can remove any *one* Jam counter it has.

LINKED WEAPONS

Linked weapons are two weapons of the same type slaved together. They are usually referred to as “twin-linked” weapons.

Linked weapons always fire in tandem, with only one roll made to hit for them. If the shot misses, both linked weapons miss. If a hit is scored, both linked weapons hit, and only one roll for location is made. Both linked weapons strike the same point, but you roll penetration and damage separately for each weapon. If firing a linked weapon at a non-vehicle model, one roll is made to hit but two rolls are made to wound and two separate armour saves are required if both weapons wound.

Linked Weapons and Sustained Fire

If a linked weapon has sustained fire capability, roll to hit as normal as if one weapon were firing. If a hit is scored, roll the sustained fire dice for both weapons together. Jam results on either dice will jam both of the linked weapons, but as usual any hits are resolved before the weapon(s) jam.

VEHICLE SHOOTING

Weapons mounted on a vehicle may be fired only by crew members (18) inside the vehicle, one crew member to a weapon. The exception to this is with linked weapons (36), which fire in tandem and require only a single gunner. Models being transported in a vehicle may fire their weapons as normal during the shooting phase if the vehicle is open-topped. If enclosed, the availability of firing depends on the location of access hatches, gun ports, etc. Both players should agree before the game about how many shots are allowed from where on all vehicles to be played with.

Shooting At Vehicles

Models may shoot at a vehicle if they can draw Line of Sight to it; normal Choosing a Target (33) rules apply. To gain a Soft (35) or Hard (35) Cover penalty, at least *one-third* of the vehicle must be covered. Most vehicles also count as Large Targets (34). Weapons with Sustained Fire (36) work against vehicles just like they work against foot

Shooting Phase

troopers. If a hit is scored, roll **D6** and consult the Hit Location table on the vehicle's datafax. Keep rolling until a result that makes sense based on the position of the shooter results — obviously a foot trooper standing 2" in front of a Land Raider will not be able to hit the rear of the vehicle.

For weapons that involve a Blast Marker (35), position the template as normal anywhere "feasible" on the vehicle. Roll to hit, etc. as normal. The location on which the template is centred is automatically hit; any other locations covered (partially or not) are hit on a **D6** roll of 4+.

"It's Gonna Blow!" Rule

If a vehicle suffers a damage result that makes it blow up, models in base-to-base contact with it get a special move like a follow-up move (39). Each model may move up to **D6"** directly away from the vehicle before the explosion is resolved. Models running from the explosion cannot engage new opponents in hand-to-hand combat (38).

Armour Penetration

Most weapons have an Armour Penetration value — this is usually a combination of numbers and die-rolling, e.g., "3D6+5". For hits for which there is no available Armour Penetration value, roll a **D6** and add to it the Strength of the weapon causing the hit. If the weapon causes a variable number of wounds (e.g., **D6** or **D12**), roll the dice indicated and add them to the total.

However it is figured out, compare the Armour Penetration value rolled to the thickness of the armour on the location that is struck — this can be found on the vehicle's Datafax. If the Penetration value is equal to or greater than the Armour Value at the location hit, the shot penetrates and you must roll on the appropriate Penetration Table for that vehicle (also found on the vehicle's Datafax). Shots made at range lose strength over distance, and may have penalties to their Armour Penetration value as follows:

Range	<24"	24-48"	48-72"	72"+
Penetration Modifier	0	-1	-2	-3

Once a location has been destroyed, a crewman killed, or a weapon destroyed, subsequent hits to that location are not re-rolled and cannot cause damage; the energy of the hit is absorbed by the existing wreckage.

INDIRECT FIRE

When firing indirectly, you may fire at any enemy models that are within range of the weapon, even if a direct Line of Sight can't be drawn. This mode ignores any bonuses due to targeter (240). When using template weapons, models wholly or partially under the template are hit on a 4+ instead of just partially-covered models.

HAND-TO-HAND COMBAT PHASE

The Hand-to-Hand (HtH) phase is special because it affords the ability for both players to fight and inflict casualties, in contrast to the Movement and Shooting phases in which the player whose turn it is does everything and the other players just sit there and watch her.

Let's say it's your turn, and it's the HtH phase. For every one of your models that is in base-to-base contact with an enemy model, a round of HtH combat must be fought. Models in base-to-base contact with more than one enemy model must fight one round of close combat for each enemy model in contact; this is explained in more detail later (39). These combats are not optional and must take place, except where overruled by more specific rules (for example, some wargear or abilities allow escapes from close combat).

You get to decide the sequence of the combats, however, just like in the movement and shooting phases. Combats can be resolved in any order you desire.

For each combat, follow this procedure:

- Roll Attack Dice
- Pick the best die
- Apply modifiers
- Determine winner
- Resolve hits on losing model

Roll Attack Dice

Each player rolls $nD6$, where n is equal to the A of the model in question. An extra die may be rolled if the fighting model has two or more Close Combat Weapons (250).

Pick the Best Die

Each player picks *one* of the dice he rolled and adds to it the fighting model's **WS**. The total you get by doing this is called the Combat Score of your model.

Apply Modifiers

Each Combat Score is subject to the following modifiers:

+1	For each Critical Hit (39) you scored
-1	For each Fumble (39) you rolled
+1	Models who charged this turn
+1	Models who are on higher ground than their HtH opponent
-1	Encumbered models using Heavy Weapons
-1	Charging an enemy who is behind an obstacle

Determine Winner

Whoever's Combat Score is higher wins the combat round, and scores a number of hits on his opponent equal to the difference between their Combat Scores. In the case of a tie, the model with the highest Initiative value wins and scores a single hit.

Resolve Hits on Losing Model

Only the losing model sustains hits from the combat. Work out damage (25) and Saving Throws as normal. The winner may use the stats for any Close Combat Weapon the fighting model is equipped with — if the fighting model is equipped with no Close Combat Weapons, use the model's own Strength.

BREAKING OFF HTH COMBAT

Models wishing to escape HtH combat must do so during the HtH phase of the main turn, not during the Movement Phase. Carry out a standard HtH fight between the escaping model and any models which are engaged in HtH with him — except that the escaping model's WS counts as *zero*. If he survives, the escaping model moves **2D6"** directly away from the enemy. The retreating model(s) and the squad are immediately Broken (53) without need for a Leadership test (54). Broken troops cannot attempt to Rally (53) in the same turn in which they disengaged from HtH.

Dreadnoughts, Greater Daemons, and Chaos Champions may ignore these rules and simply move away in the Movement Phase as normal, shooting in the same turn if they desire or charging (29) another opponent.

CRITICAL HITS

When rolling two or more Attack Dice, multiple rolls of **6** represent Critical Hits. Add **+*n*** to your Combat Score, where *n* is the number of **6**'s you rolled minus one.

FUMBLES

An Attack Die roll of a **1** represents a Fumble. The opposing player adds **+1** to his Combat Score for each Fumble.

FOLLOW-UP MOVE

Models who slay their HtH opponents may make a **2"** follow-up move anywhere they want, with no penalties for terrain. This applies only to the slaying model, and not to other friendly models engaging the same slain model in HtH. If you use the follow-up move to engage another enemy in HtH, you may participate in HtH with that enemy *next turn*, and you don't count as Charging (29).

MULTIPLE COMBATANTS

When two or more models are fighting a single enemy, each model past the first gains bonuses in HtH. The player whose models outnumber the lone fighter may select the order in which his own models' fighting is resolved. If the outnumbered model survives the first combatant, he fights the next attacker chosen by the opposing player — but this time, the enemy model gains **+1** Attack Dice and **+1** to his Combat Score. Each further opponent adds a further **+1** Attack Dice and **+1** Combat Score.

PARRYING

Any fighting model equipped with a lightning claw (251) or a sword (252) of any kind may make one Parry for each such weapon it uses in combat. If both combatants are using such weapons, parries cancel out one for one — e.g., Model A with two swords still gets one parry if it is fighting Model B with one sword.

For each Parry, you may force your opponent to re-roll one of the Attack Dice he has rolled.

HTH VERSUS VEHICLES

A model attacking a vehicle must be in base-to-base contact with it as normal. The model automatically hits the vehicle once for each Attack characteristic on its profile; no bonuses are granted for multiple Close Combat weapons. The attacker chooses the location struck, with the caveat that the location chosen must be accessible to the model from its current position.

If the attacker is armed with a grenade or any ranged weapon which isn't a Move or Fire weapon, he may use this in HtH combat against a vehicle. Any area affect of the weapon is ignored, and weapons with sustained fire (36) cannot use it. For computing armour penetration (37), use the value of the chosen weapon, and add a bonus as follows:

Attacker's Strength	1-3	4-5	6-7	8-10
Bonus Penetration Value	None	+1D6	+1D12	+1D20

Against stationary vehicles, a further **D6** is added. See the It's Gonna Blow (37) rule for more info on models and vehicles.

Dreadnoughts & Robots in Hand-to-Hand Combat

Any type of vehicle with Weapon Skill (most typically, a dreadnought) fights in hand-to-hand combat as normal. Unlike when fighting normal vehicles, attackers fighting this vehicle subtype can only use close combat weapons, pistols, and grenades. If one of these vehicles is hit in close combat, the hit location, armour penetration, and damage is assessed against it in the same way as shooting damage against vehicles, with possible bonus penetration value for attacker Strength noted above. Vehicles can escape from HtH (39) without normal penalty if it all its melee opponents are smaller than it.

Exposed Vehicle Crew In Hand-to-Hand Combat

If a model moves into hand-to-hand combat with a vehicle with exposed crew (18) it must fight the crew rather than attacking the vehicle (39). With vehicles with more than one exposed crew member, the enemy engages the closest one. Work out hits as normal. If the driver is killed, the vehicle will go out of control (31) next turn.

Hand-to-Hand Combat Versus Buildings

This is treated the same way as hand-to-hand combat versus vehicles (39); note in particular that the bonuses for high Strength and stationary targets both apply. Models successfully penetrating the armour value of a building will make a hole in the wall the size of their base.

HTH COMBAT EXAMPLES

Example #1: Simple HtH Combat

Let's say Roy has a Tyranid army and Bob is fighting with the Space Marines. In this example, one joe-average Space Marine fights your run-of-the-mill Genestealer. It is Roy's turn, and in his Movement Phase, he declares the Genestealer to be charging (29) the Space Marine. He moves his model into base-to-base contact with the Space Marine. Here are the characteristic profiles for the Marine and the Genestealer:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8
Genestealer	6	7	0	6	4	1	7	4	10

Later in Roy's turn, it's the Hand-to-Hand Combat phase — the part where Genestealers shine. Roy looks at the 'Stealer's profile, and sees that the creature has an Attacks characteristic of **4** (the entire profile can be seen on page 217), so he takes four six-sided dice. Bob looks up the Marine's profile, and is disheartened to see that his Marine has only one Attack, so he takes one six-sided die. However, the Marine is equipped with a Chainsword and a Bolt Pistol. These are both Close Combat weapons, and since the Marine has at least two of them, he gets to roll an additional Attack die.

The dice are rolled — four for Roy, two for Bob. Roy rolls a **6**, a **4**, a **3**, and a **2**. Bob rolls a **3** and a **4**. The Chainsword that Bob's Marine carries allows one parry (39), which means he can force Roy to re-roll one of the dice he rolled. He makes Roy re-roll the **6**, and Roy rolls a **4** the second time around. Roy picks his best roll — one of his **4**'s — and Bob picks his **4** as his best roll. So each player has a Combat Score of **4** at this point.

Roy's Genestealer has a Weapon Skill (WS) of **7**, so his Combat Score is improved to **11**. Bob's Marine only has a WS of **4**, so his score is **8**. To make things worse for Bob, the 'Stealer charged this turn, so gains an additional **+1** bonus, upping his total to **12**. Thus Roy wins the round of combat because his Combat Score ends up higher than Bob's.

Roy's Genestealer scores **4** hits on the Marine (**12** minus **8**). Since the Genestealer uses nothing but its claws and jaws, these hits are resolved not with the Strength of any weapon but the Strength on the creature's profile. As the 'Stealer has a Strength of **6**, Bob's Marine takes a saving throw penalty of **-3**. Needless to say, the outlook is not so good for Bob's Space Marine.

Example #2: Multiple Combatants

In this example, the same two players are using the same army types — but this time, there are more models involved. It is Bob's turn, and the remnants of a squad of Space Marines have been ordered to charge the remnants of a brood of Genestealers.

So Genestealer A has Marines 1 and 2 to deal with, and Genestealer B has Marines 3, 4, and 5 to deal with. Since it's Bob's turn, he gets to decide which combats happen first, and nominates Marine 1 with Genestealer A.

As in the prior example, Roy rolls four dice because of the Genestealer's high Attacks, and Bob rolls two dice because the Marine has two close combat weapons (to keep it simple, let's say all the Marines have Chainswords and Bolt Pistols). Roy rolls a **6**, a **3**, another **3**, and a **1**. Bob rolls a **5** and a **4**, and since the Marine has a sword, he parries Roy's **6**. Roy re-rolls the die, and ends up with a **4**. So Bob's Combat Score is **5**, and Roy's is **4**.

The WS of each model is added appropriately to result in Roy=**11**, Bob=**9**. However, Bob's Marine charged this turn, and so gains a **+1** bonus. In addition, one of Roy's rolls was a **1**, meaning the Genestealer fumbled — maybe it slipped on some gore or something. The 'Stealer takes a **-1** to its Combat Score. Thus the Combat Scores are tied at **10** apiece. However, no one walks away empty handed from a close combat round, so we compare the two models' Initiatives to break the tie. The 'Stealer has an **I** of **7**, and the Marine's is only **4** — which means the Genestealer wins the tie, inflicting one **S6** hit on Bob's Marine with a **-3** save modifier. Roy rolls for damage and wounds the Marine, and Bob fails his armour save, so the Marine is slain.

Bob grits his teeth — that was so close! But fortunately, he's not licked yet — the fallen Marine's comrade, Marine 2, jumps into the fray and hacks away at the murderous creature. As before, Roy rolls four dice, but this time Bob rolls *three* dice — one for his Attacks, one for his close combat weapons, and one because he is the second model to wallop on the Genestealer this turn — Marine 1 distracted the 'Stealer enough so that Marine 2 could get in some extra swipes. After rolling and parrying and re-rolling as before, the 'Stealer has a Combat Score of **4**, and the Marine a score of **6**. After adding WS, the two scores are 'Stealer **11**, Marine **10**.

Now it's time to add bonuses — the Marine gets **+1** for charging, plus another **+1** because he is the second model to fight the 'Stealer this turn. This brings the Marine's Combat Score to **12**, beating the 'Stealer's **11**! Bob now gets to resolve one hit on the 'Stealer, and he can pick either the Chainsword, the Bolt Pistol, or the Marine's Strength and Save Modifier to resolve the hit. Since they all have **S4**, mod **-1**, he picks the Chainsword. Bob is extremely lucky in rolling, and wounds the 'Stealer. Roy fails the 'Stealer's saving throw, and the 'Stealer is slain. Bob cheers, and Roy grimaces. Bob's Marine may now make a follow-up move (39), and chooses to move into combat with Genestealer B. Note that although Marine 2 is now in base-to-base contact with Genestealer B, the two models cannot fight each other this turn. If the Genestealer survives the onslaught of Marines 3, 4, and 5, it may fight Marine 2 at the end of Roy's turn, which is coming up next.

PSYCHIC PHASE

Players new to the game of Warhammer 40,000 might wish to skip this phase until they feel more comfortable with the rest of the rules. This is the only optional phase in that if neither side's army has any psykers, you don't have to do anything in the Psychic Phase. Additionally, if there are no psykers capable of using powers, and there are no psychic powers in play, you don't have to do anything.

THE PSYCHIC PHASE

At the start of the Psychic Phase, roll **2D6**: this is the warp flux roll (the number of dice for the warp flux roll can be raised or lowered if all players agree, though it can never be higher than the number of psykers on both sides who can use powers and do not have broken (53) morale). Deal a number of Warp Cards (43) between players equal to the result. Only shuffle the warp cards when you run out of cards altogether. The side whose turn it is may pick one of their psykers, and that psyker may use one psychic power if there are enough Force cards available in the Warp Cards that have been dealt to that player.

Each power requires a certain amount of Force to activate. If the player does not have enough Force cards available, or does not wish to play a psychic power, he may pass his turn. The player whose turn it is not may now undergo the same process. This process repeats until there have been two passes in a row or both players are out of Warp Cards. Warp Cards not used in the psychic phase are placed aside in a discard pile with those that have been used, and shuffled when the Warp Deck is depleted.

Once a power has been activated, it succeeds automatically unless it is Nullified (44) or another affect cancels it. If the effects of a power last for several turns, the Power Card is left face up on the table to indicate that it remains in play. A power cannot be used again while it remains in play.

Psychic Powers versus Vehicles

Psychic powers will only affect vehicles if they inflict hits with a Strength value stated on the power card or if the card itself includes rules for how it works with vehicles. *No other psychic powers can affect vehicles.* Powers affecting vehicles will hit the first Location in its path: no normal hit location roll is required. If the armour penetration is not listed on the power card, the penetration is equal to the Strength of the attack + any variable damage it inflicts + **D6** + bonus dice as follows:

Psyker Strength	1-3	4-5	6-7	8-10
Bonus Dice	None	+1D6	+1D12	+1D20

PSYKERS

Mastery Level

The Mastery Level of a psyker determines how many powers he has and his prowess at each of these powers. A psyker may have a Mastery Level between **1** and **4**. Unless otherwise stated in a unit's description, a psyker may have a number of Psyker Powers equal to his Mastery Level.

Psychic Disciplines

Each race has its own psyker powers. There are nine basic Psyker Disciplines: Adeptus (44), Nurgle (45), Slaanesh (46), Tzeentch (46), Eldar (47), Inquisition (48), Librarian (49), Ork (50), Squat (51), and Tyranid (51). The individual Psychic Powers for each Discipline are explained in detail below, and are broken down by Disciplines. All of a psyker's Powers are generally of a single Discipline, but very powerful psykers may pick the powers of other Disciplines. Every psyker has one Primary Discipline, and some psykers have one or more Tertiary Disciplines. Psykers must always take at least one Power from their Primary Discipline.

Psychic Phase

Psyker Type	Primary Discipline	Tertiary Discipline(s)
Space Marine Librarians	Librarian	Inquisition, Adeptus
Inquisitors, Grey Knights	Inquisition	Librarian, Adeptus
Adeptus Psykers	Adeptus	–
Squat Ancestor Lords	Squat	Adeptus
Ork Weirdboyz	Ork	–
Eldar Warlocks, Farseers	Eldar	–
Chaos Magus	Slaanesh, Tzeentch, or Nurgle*	Adeptus
Daemons	Slaanesh, Tzeentch, or Nurgle*	–
Hive Tyrant Genestealer Patriarch	Tyranid	–
Genestealer Magus	Tyranid	Adeptus

*Chaos units derive their psychic power from one and only one Chaos God.

Dealing Psyker Powers

Deal all primary Discipline powers first, starting with the psyker with the highest Mastery Level (roll **D6** if two or more psykers share the same Mastery Level). Then deal any tertiary Discipline powers, again using Mastery Level to determine dealing priority. Note that psykers cannot use each other's powers even if they share Disciplines.

Power Use

Each psyker may use each of his Psychic Powers once per psychic phase, and may continue to use them on successive turns.

The only cards that can be used by a side with no psykers are Daemonic Attack (43) and Nullify (44, requires a 5+ roll to work).

WARP CARDS

Daemonic Attack

Play this card when an enemy psyker uses a power. The power is automatically nullified. In addition, roll a **D6**; on a 1-3, a Daemon effectively destroys the enemy psyker. The enemy psyker adds his Mastery Level (42) to the die roll, and deducts the number of Force Cards used to cast the power. This card will only affect Grey Knights and Ork Weirdboyz on a roll of 6 on **D6** because they are especially resilient to Daemons. If used against a power protected by the Ultimate Force (44) Warp Card, a daemon still attacks as per above, but whether this daemon attack destroys the target or not, the Ultimate Force and the power it was used on still activates.

Destroy Power

You may keep this Warp Card until you wish to play it. If a psychic power is used against one of your psykers or on a model within 6" of one of your psykers, this card may be played immediately to prevent it from taking effect. The power being used is instantly and automatically nullified. In addition, roll a **D6**, and add +1 for each Force Card you are willing to sacrifice from your hand. The enemy psyker does the same, and both players reveal their total score. If your total is lower than your opponent's, the destroyed power is returned to the opponent's hand as normal. Otherwise, the enemy psyker loses the ability to use the power that was destroyed for the rest of the game.

Energy Drain

This card may be played at any time during the current psychic phase instead of using a psychic power card. The psychic phase is ended instantly; any warp cards still held in the hands of either player are immediately placed in the discard pile — including those which may be kept until needed. All psychic powers currently in play are instantly and automatically nullified.

Force Cards

The most common type of warp card, these are used to fuel psychic powers. Each power has a **Force** cost; that is the number of Force Cards which must be played to use that power. If you do not have enough Force Cards in your hand, you cannot use that power.

Nullify

Use this card to cancel a psychic power that your opponent is attempting to use or to cancel an existing power. Roll **D6**; on a **4+**, the Nullify succeeds and the power is either cancelled or removed from play, respectively. If used against an existing power, you may make only one Nullify per turn; otherwise, the first Nullify attempt against a particular power is assumed to be made by the psyker you control with the highest Mastery Level (42). If this fails, the next attempt is made by your next highest level psyker, and so on. If all your psykers have tried and failed to nullify a power, you can still use Nullify cards, but you must roll a **5+** to succeed. Psykers who are of a higher Mastery Level than the psyker who creates/is creating the power they are attempting to nullify gain **+1** to their die roll. If your psyker is of a lower Mastery Level than the psyker who is using the power you are nullifying, you take a **-1** penalty to this die roll. A Nullify can only be used against a psychic power and not another Warp Card.

Psychic Duel

Pick an enemy psyker and a friendly psyker. Each player rolls a **D6** and adds the their selected psyker's Mastery Level (42) to the roll. The player with the highest total wins the duel, and drives one psychic power out of the mind of the loser. The winner may choose a power at random from the powers the enemy psyker may use and discard it. Ties have no effect on either psyker.

Reflection

May be kept until you decide to use it. May be played against a psychic power used on one of your psykers or on a model within **6"** of one of your psykers. The power is automatically reflected **4D6"** back in a straight line toward the psyker who used it. The reflected power passes over terrain features but will affect the first eligible target in its path.

Ultimate Force

Use this card as a power is being used; this card counts as **3** Force Cards on its own. The power chosen cannot be nullified, reflected, or destroyed on the turn in which it is cast.

ADEPTUS POWERS

Assail

Force 1, Range 24"

Targets any single model within range. You may move the victim up to **6"** in any direction, even into hand-to-hand combat (38) or onto blast markers (35) or dangerous terrain (28) and choose its facing. This attack will knock models out of Overwatch (29). *Assail* will not move a vehicle around, but it will cause a moving vehicle to go out of control (31) in its next movement phase on a **D6** roll of **4+**.

Carmine Assassin

Force 1, Range 18"

Pick a single model within range; the victim must roll under its Toughness on **D6** or it is slain. No armour save is permitted. May be used to attack a single crewman but if the vehicle is enclosed the victim may roll **2D6** and pick the lowest value when attempting to roll under his Toughness.

Displacement

Force 2, Range 3D6"

User may teleport a friendly squad or single model across the battlefield in any direction. Troops are moved up to **3D6"**, ignoring obstacles and intervening terrain. Troops may be moved onto a roof, rocky pinnacle or other elevation, and may be used to move troops into hand-to-hand combat (38), in which case they fight in the next combat round and count as charging (29) in that round.

Gate, The

Force 1, Range 18"

Place two markers within **18"** of the user. Any models which move into one marker reappear instantly out of the other; models expend no movement moving through the *Gate*, and may charge (29) or make run (29) moves as normal through it. Only normal foot troops may move through the *Gate*. Remains until nullified (44) or the caster is slain.

Hellfire

Force 2, Range 24"

Place the special Hellfire template (2" blast marker (35)) anywhere within range of the user. Each model touched by the template suffers an **S4** hit. The template blocks Line of Sight and any model touching it will suffer an **S4** hit. Remains until nullified (44) or the power is used again.

Lightning Arc

Force 3, Range 24"

Strikes the first model in a straight line within range. The target sustains an **S6** hit causing **D3** wounds. If the first target is killed by the *Arc*, the psyker may cause it to hit another model within **6"** of the first, inflicting damage as before, and so on, causing up to **6** hits in succession. If a vehicle's armour is penetrated by the *Arc*, the psyker can cause it to strike another model within **6"** or a different location on the same vehicle.

Machine Curse

Force 2, Range 24"

Place the Machine Curse template (2" blast marker (35)) anywhere within range of the user. Anything partially or fully under the template will be affected. All ranged weapons affected will be unable to fire (including pistols (260) used in close combat (38)) and robots, Terminators, Dreadnoughts or vehicles will be unable to move until the curse is nullified (44). If an object is taken out of the area, it will start working again, and any troops may fire into or through the area without penalty. Remains until nullified or the user is slain.

Scan

Force 1, Range 36"

All hidden (29) enemy models within range are detected automatically (the user will communicate their position to friendly troops). If any enemy psykers are within range, you can examine his opponent's hand of Warp Cards (43); you may also look at one random psychic power card of each psyker in range.

CHAOS: NURGLE POWERS

Aura of Decay

Force 1

Pick either the user or a single model in base-to-base contact with him. The target exudes an aura so disgusting that it and all models within **3"** of it lose **1** from their Attacks characteristic as they retch uncontrollably. Followers and daemons of Nurgle are unaffected by the aura. The power remains until nullified (44), willfully dispelled, or the affected model is slain.

Miasma of Pestilence

Force 2

Any living models within **6"** of the user suffer an **S3** hit as soon as they are within range. Followers and daemons of Nurgle are unaffected. Remains in play until dropped, nullified (44) or the user is slain.

Plague Wind

Force 3, Range 24"

Pick a single living enemy target within range; the Wind inflicts **3D6** hits minus the target's Toughness. Each hit causes a wound on a roll of **4+** on **D6**; for every **3** wounds inflicted by the Wind, one Plaguebearer (71) is created, forming a new unit within **3"** of the victims of the Wind.

Stream of Corruption

Force 2

Place the Stream of Corruption template (35) with the pointed end touching the user and the round end over the target. Any living models under the template will be overwhelmed by the foulness and choked to death unless they can make a normal armour save. Models with Toughness of **7** or greater are will not be slain, but will sustain **D6** wounds instead. Enclosed vehicles are unaffected by this power.

CHAOS: SLAANESH POWERS

Acquiescence

Force 1

Use on a single model in base-to-base contact with the psyker using it. The victim must roll under his Initiative on **D6** to avoid the touch, which halves all of his characteristics (rounding up) and makes him Stupid (55) for the rest of the battle. Nullify (44) will return the affected model to normal.

Beam of Slaanesh

Force 2, Range 24"

Hits the first model in a straight line in range. The victim must roll equal to or less than its Ld on **3D6** to fight the sensation; if he fails, he is affected by Stupidity (55) for the rest of the game. A successful nullify (44) used on the affected model will bring him to his senses again.

Fleshy Curse

Force 3, Range 24"

Pick a single living target within range. The victim must roll equal to or less than its Toughness on **2D6** to resist the curse. If the victim fails, the curse twists his body into a Chaos Spawn. The mindless Spawn immediately shambles off **2D6"** in a random direction. It will then move **2D6"** in a random direction in the compulsory movement phase of its own movement phase (28). The Spawn moves directly over troops in its path, causing an automatic **S4** hit on any model it touches. The Spawn does not fight in hand-to-hand combat (38) and is hit automatically if so attacked. It cannot be broken and is immune to psychology (54). Note that even a nullify (44) will not revert the Spawn back to its original form.

Pavane of Slaanesh

Force 2, Range 24"

Pick a single enemy squad or model within range. The victim(s) must each roll equal to or under their Ld on **2D6** or be overcome by the power, beginning to leap and cavort uncontrollably. If the power works, the affected models can no longer move or shoot and cannot roll any Attack Dice in hand-to-hand combat. The Pavane lasts until nullified (44), the user is slain, or it is willfully dispelled.

CHAOS: TZEENTCH POWERS

Bolt of Change

Force 2, Range 12"

Strikes the first model in a straight-line path. The victim must roll equal to or under its Toughness on **2D6** to resist the power of the bolt. Failure means that the model is destroyed utterly, with no armour save possible. Vehicles affected suffer a randomly-determined hit with an armour penetration (37) of **3D6+6**.

Boon of Tzeentch

Force 1

If this power succeeds, draw **2** cards from the Warp Deck immediately and add these to your hand.

Pink Fire of Tzeentch

Force 1, Range 6"

Strikes the first model in a straight-line path in range. Victims suffer **D6** hits with a Strength of **4+D6**; make one roll to determine the Strength of all the hits.

Tzeentch's Fire Storm

Force 3, Range 24"

Strikes the first model in a straight-line path from the user within range. Place the Firestorm template (35) (**2"** radius) over the affected target. Every model touched by the template suffers an **S5** hit with no armour save possible. Vehicles touched by the template suffer an **S5** hit to one randomly determined crewman (18). For every **3** Wounds inflicted by the Firestorm, a Pink Horror (71) is created.

ELDAR POWERS

Battle Fate

Force 1, Range 72" — Farseer Only

Pick a single Eldar squad or vehicle within range; a +1 modifier is applied to all that unit's shooting (33) to hit rolls and Combat Scores in close combat (38) while this power lasts. Remains until the beginning of the next psychic phase.

Destructor

Force 2

Place the Destructor template (Flamer (245) template (35)) so that its point is touching the user. Anything more than half under the template is hit unless it rolls equal to or under its Initiative on **D6**. Hit models suffer an **S6** hit with no possible armour save. Vehicles and buildings are hit automatically and the *Destructor* bolt is stopped if it strikes either. Otherwise, the template moves **12"** each subsequent psychic phase. Remains until voluntarily ended, nullified (44), or the template leaves the battlefield.

Doom

Force 1, Range 36" — Farseer Only

Pick a single model within range. All hits to that model caused by shooting (33), hand-to-hand combat (38), or psychic attacks automatically wound — you don't need to make a Strength/Toughness chart (25) roll. In addition, any wounds inflicted on the model are doubled. Vehicles cannot be *Doomed*. Remains in play until nullified (44), voluntarily ended, or the user is slain.

Eldritch Storm

Force 3, Range 24"

Place a **2"** blast marker (35) within range. Roll a Scatter Die for any models more than half under the template. If an arrow is rolled, the model is flung in that direction to the *storm's* edge and cannot move or shoot next turn. If a "Hit" is rolled, the model suffers an **S3** hit and is flung as above. Vehicles will move out of control (31) when they next move. Nothing may move, see or shoot through the *Storm*. Remains until voluntarily ended, nullified (44), or the user is slain.

Executioner

Force 1-3, Range 18"

Pick a number of models within range that equals the number of Force cards used. For each model, work out a round of hand-to-hand combat (38) as normal — the user counts as charging (29) and if he is fighting more than one opponent with this power, the rules for multiple combatants (39) are ignored. If the user loses any of the combats, he suffers no damage but this power is nullified (44) immediately.

Fortune

Force 1, Range 8"

All Eldar within range of the user get a +2 bonus on their armour saves as long as this power is in effect. Has no effect on vehicles or Dreadnoughts — only living Eldar. Remains in play until nullified (44), voluntarily ended, or the user is slain.

Guide

Force 1-2, Range 12"

Pick a single Eldar within range. That model may immediately fire his weapon at up to double normal range and will hit automatically. Just select the target and calculate damage as normal. *Guiding* a pistol (260) or basic (244) weapon requires **1** Force; for ancient, heavy (253), or support (262) weapons, **2** Force is required. The weapon may only fire once, so even weapons with sustained fire (36) or multiple shots may only score a single hit when *Guided*.

Mind War

Force 1-3, Range 36" — Farseer Only

Pick a single enemy model within range. Roll **4D6+nD6**, where *n* is the number of Force cards used for this power. *Mind War* inflicts **1** wound on the target for each **6** you roll. May be used on vehicle crewmen, but you then only roll **2D6+nD6**. If used on an enemy psyker, he must permanently discard a psychic card for each **6** rolled instead of taking Wounds. If the enemy psyker has less than the number of cards required to discard he loses all of his powers and suffers **D3** wounds.

INQUISITION POWERS

Aura of Fire

Force 1

When in play, will negate any Wound suffered by the user on a **D6** roll of **4+**. In hand-to-hand combat (38), any wound saved means that the *Aura* is rebounded against the model that struck it, causing a Wound for each Wound saved. Remains in play until nullified (44) or the user is slain.

Aura of Fortitude

Force 1, Range 9"

The user and all friendly models within range increase their Ld to **10** as long as this power is in play. All affected models also gain a saving throw of **4+** on **D6** against all psychic attacks. Remains in play until nullified (44) or the user is slain.

Destroy Daemon

Force 2, Range 24"

Strikes the first target in a straight line within range. The user rolls **2D6** and adds his Mastery Level (42) to the result; the Daemon rolls **1D6** and adds its current number of Wounds to the result. If the psyker's score beats the Daemon's, the Daemon is instantly destroyed. If the scores tie, the Daemon loses half its remaining Wounds, rounding down. If the psyker's score is lower, the power does not work. If the Daemon's score is exactly twice that of the psyker's, the psyker suffers **D3** Wounds from feedback. Has no effect on non-Daemon models.

Holocaust

Force 3, Range 12"

Every living creature within range suffers an **S4** hit. After damage has been assessed, the psyker himself must pass a Leadership test (54) in order to stop the *Holocaust*. If he fails — or decides to continue the firestorm — he suffers a wound as the flames start to consume his body and the *Holocaust* card remains in play, scoring another **S4** hit on all living models within range at the start of the next psychic phase. Repeat until the power is nullified (44), the psyker succeeds in his test, or the psyker is slain.

Purge Psyker

Force 1, Range 36"

Pick an enemy psyker within range. The enemy psyker rolls **D6** and adds his Mastery Level (42) to the roll; your psyker rolls **2D6** and adds his Mastery Level to the roll. If the enemy psyker's score is lower, he loses and suffers **1** Wound for each point he lost by. Otherwise, unless the defender's score is exactly double the attackers — in which case, the feedback inflicts **D6** wounds on the friendly psyker.

Scourging

Force 1, Range 24"

Strikes the first target within range in a straight-line path. The victim suffers **D3 S4** hits and must pass a Leadership test (54) or be stunned and unable to do anything until the next psychic phase. Daemons struck by *Scourging* suffer **D3** hits at **S8** rather than **S4**.

Storm of Wrath

Force 3, Range 12"

All enemy models within range must pass a Leadership test (54) before they can move or charge (29). Enemy vehicles will go out of control (31) on a 5+ on **D6** when they attempt to move. All enemy shooting (33) within or into the area suffers a -2 to hit. Friendly models are completely unaffected. Remains in play until nullified (44) or until the user is slain.

Vortex

Force 3, Range 3D6"

Place the Vortex template (1½" template (35)) on the table next to the user and move it **3D6"** away in a random direction. Anything touched by the template is affected as by a Vortex grenade (279). While this power is in play, treat the template as if it was created by such a grenade. The *Vortex* lasts until it is nullified (44), dissipates or leaves the battlefield.

LIBRARIAN POWERS

Iron Arm

Force 2, Range 3"

May target the user or a single model within range. The target's Toughness and Strength are doubled up to a maximum of **10** while this power is in play. He may fight normally, but his Move is halved, rounding up. The subject also gains an unmodified additional armour saving throw of **4+** which is rolled before his normal armour save — this applies to psychic attacks, too. Remains until nullified (44) or the user is slain.

Prescience

Force 1

From the moment this power is used to the beginning of the next psychic phase, the user may re-roll any of his failed dice throws once — to hit rolls, damage rolls, armour saves, Ld tests (54), etc.

Psychic Shield

Force 1

Should the user suffer **1** or more Wounds from shooting (33) or close combat (38), the *Shield* will negate each wound on a **D6** roll of **3+**. If the user is attacked by a psychic power which either causes wounds or kills him outright, then the *Shield* will save him on a **D6** roll of **4+**. When used against a psychic power, the *Shield* is nullified (44) if the save is successful. Remains until nullified or the user is slain.

Quickenings

Force 2, Range 3"

May target the user or any single model within **3"**. The target doubles his Movement, Initiative and Attacks as long as this power is in play, and may fire twice in the shooting phase (33) if it doesn't run (29) or charge (29) in the movement phase (28). Remains until nullified (44) or the user is slain.

Salamander, The

Force 2, Range 5D6"

All models in a straight-line path within range are hit, suffering one **S5** hit. Any squad suffering at least one casualty from *Salamander* must take a Break test (53).

Smite

Force 3, Range 24"

Place a **2"** blast marker (35) anywhere within range. If a vehicle is hit, one randomly selected crewman (18) will be affected. Models hit must pass a Leadership test (54) with a -2 modifier or be slain immediately. Armour saving throws are not permitted *Smite* victims.

Strength of Mind

Force 2, Range 6"

Psychic attacks against the user or any models within 6" of him are automatically nullified (44) unless they roll higher than the user's Mastery Level (42) on **D6**. Remains until nullified or the user is slain.

Teleportation

Force 1, Range 4D6"

The user moves up to 4D6" away in any direction, ignoring all terrain. The user may *teleport* into close combat (38), and counts as charging (29).

ORK POWERS

Brain Bursta

Force 2, Range 24"

The first model in a straight line within range is overloaded with Ork power and must roll under its Toughness on **D6** or its head explodes! Needless to say, head explosions always kill their victims regardless of how many Wounds they have. Armour saving throws will not protect against this power. Vehicles hit by this power suffer a hit to one randomly-determined crewman (18) who must roll to survive as above.

Da Krunch

Force 3, Range 24"

The user summons the foot of Gork himself — use the special Gork's Foot. Place it within range; any models under the template must roll under their Initiative on **D6** or suffer an **S10** hit.

Death Wave

Force 3, Range 4D6"

Place the Death Wave template (35) so its centre touches the user and then move it 4D6" in a straight line away from him. Any models covered by the template as it moves suffer a hit; models partially touched are hit on a 4+ on **D6** as normal. For each hit model, roll a **D6**; if the roll is equal to or greater than their Toughness they are slain regardless of how many Wounds they have. Vehicles are not affected but their crew are — each crew member suffers a hit from the Death Wave on a 5+ on **D6**. Ignore all obstacles and terrain features when moving the Wave. The Wave remains in play and will move a further 4D6" in the same direction at the start of each psychic phase until it is nullified (44) or leaves the table.

'Eadbutz

Force 1, Range 36"

Pick an enemy psyker within range. Both players roll **D6** and add the Mastery Level (42) of their respective psyker. If the enemy psyker's score is less, he suffers 1 wound and can't use any powers until the next psychic phase; otherwise, this power has no effect.

Kop Dis!

Force 3, Range 36"

Strikes the first target in its path. The victim is hurled back **D6+1"**; if the model hits anything, its move is halted and both models involved take an **S5** hit. Can also be used on blast markers (35) If a template is moved, it will score a hit as normal on anything it moves over.

Power Vomit

Force 2, Range 18"

Any models in a straight line within range sustain an **S5** hit. Ignore all obstacles and terrain features.

Squish

Force 2, Range 24"

Target a single model within range; the victim suffers 2D6 minus his own Strength **S5** hits. Vehicles deduct their Ram Value (32) Strength from the number of hits inflicted.

Waaagh!

Force 3, Range 36"

All enemy psykers in range are knocked flat and suffer **1** wound if you can roll higher than their Mastery Level (42) on **D6**. If they are knocked flat, they can't use any more powers until the next psychic phase, though they can continue to use Warp Cards (43) normally to nullify (44), etc. All Ork and Gretchin units within **36"** of the user add **1** to their WS and may re-roll any failed Leadership tests (54) they take until the end of the next turn.

SQUAT POWERS

Domination

Force 1, Range 12"

Nominate a single target within **12"**; that model must pass a Leadership test (54) with a **-2** modifier. If it fails, you may force that model to perform any one action immediately — e.g., a normal move, fire a weapon, throw (34) a grenade, etc. Vehicle crew may be targeted using this power but those in enclosed vehicles make their Ld test with a Ld of **10**. A Dominated model cannot be forced to kill itself.

Force Dome

Force 2, Range 24"

Take the special Force Dome Template (**2"** radius) and centre it anywhere within **24"** of the user. The Dome prevents all movement across its edge, trapping models inside, and stops models from seeing, shooting (33) or using psychic powers through it. At the end of each of their own movement phases (28), models in contact with the Dome can try to destroy it by rolling under their Strength on **3D6**. Vehicles can destroy the dome by rolling **2D6** and scoring equal to or less than their the Strength of their Ram Value (32). The Dome remains in play until nullified (44) or removed.

Hammer of Fury

Force 3, Range 9"

All enemy models within **9"** of the user are blasted backwards **3"** directly away from the user and suffer an **S5** hit. Vehicles suffer an **S5** hit to each location. Moving enemy vehicles will go out of control (31) in their next movement phase (28). Models with a Strength of **6+** will not be driven back by this power.

Mental Fortress

Force 1, Range 12"

The user and all friendly models within **12"** gain an additional saving throw of **5+** on **D6** against psychic attacks. This power remains in play until nullified (44) or removed.

TYRANID POWERS

Catalyst

Force 3, Range 18"

Target a single brood within range of the user. The brood becomes frenzied (54) and makes its armour saving throws on **2D6**. Remains until nullified (44) or the brood is destroyed.

Horror, The

Force 1-3, Range 6-18"

The effect radius of this power depends on how much Force is used to power it; **6"** for each Force. All squads and character models within the effect range must take an immediate Break test (53).

Hypnotic Gaze

Force 1, Range 18"

Use on a brood of Tyranid Warriors, Genestealers or Genestealer Hybrids within **18"** of the user. Roll a leadership test (54) for every enemy model which is within **6"** and visible to one of the brood. Any models which fail are paralyzed and can't perform any actions as long as this power remains in play. Paralyzed models are hit

Psychic Phase

automatically in hand-to-hand combat (38). Any affected models which end up more than **6"** away from the affected brood at the start of either player's turn recover automatically.

Psychic Scream

Force 2, Range 36"

Every enemy psyker within **36"** of the user must roll **2D6**; if the score is greater than the roller's Toughness but under his Leadership, he is stunned by the scream and incapable of using any Warp Cards (43) or taking any actions until the start of the next psychic phase. Stunned psykers fight in hand-to-hand combat (38) with a WS of **1**. If the roll is greater than the psyker's Leadership, the model goes insane and takes no further part in the battle — remove the model as an effective casualty.

RALLY PHASE

Not much happens in the Rally Phase; it's probably the most boring phase. If neither side has any broken (53) units, you may skip the phase, as what occurs in it affects only such units.

BREAK TEST

A squad must take an immediate Break test as soon as it loses **25%** of its current Strength in a single turn. Other situations may also force a squad to make a Break test. A squad can only be forced to take one Break test per turn. In either case, the unit must make a Leadership Test (54). If it fails, the unit is **Broken**.

Broken Troops

A broken squad will remain where it is and hide (29) at the start of its next turn if it is in cover. If it is not in cover, it will immediately flee **2D6"** towards the nearest cover away from enemy models. After this initial fleeing move, broken troops cannot move again unless they are in the open at the start of their turn (in which case they flee again as above). If a broken squad is attacked in hand-to-hand combat (38), or a creature which causes Fear (54) or Terror (55) moves within **8"**, it will flee immediately as above. Fleeing troops ignore terrain penalties but cannot enter impassible terrain (28). Broken troops may escape from hand-to-hand combat (39) as normal.

Character Models

In some circumstances, one or more model attached to a squad may be immune to whatever caused the unit to break. In this case, the character model is not forced to flee and may stay and fight if it chooses. Characters which are required (by their special rules) to remain with the unit must keep within normal squad coherency (18) range, but are otherwise unhindered in their actions.

RALLYING

During the Rally Phase, troops which are Broken (53) may attempt to recover. Broken models may only attempt to rally if they are in some kind of cover, they were not forced to flee on the same turn for any reason, and the closest other friendly models are not Broken themselves. Units attempting to Rally make a standard Leadership test — if they pass, they lose the Broken status. If they fail, they remain Broken.

PSYCHOLOGY

LEADERSHIP TESTS

Many situations will require a model or squad to make a **Leadership test**. Roll **2D6** and compare the number with the model's Leadership (**Ld**). If the result is equal to or less than the Leadership value, the model passes the test. If it's greater, the model fails. What happens then depends on why the test was made.

Squad Leaders

Certain models may "lend" their Leadership rating to other units. The most common example of this is a squad led by a special character. As long as the character is within squad coherency (18) range, any model in the unit may use the character's Leadership for any tests it is required to make, including **Break tests**.

Immunity to Psychology

Some units are designated as being immune to psychology. These models ignore all psychology rules in this section. In addition, they automatically pass any Leadership (or Break) tests they would otherwise be required to make. If immune to any or all aspects of psychology, a model cannot choose to voluntarily fail a test (e.g. a model immune to Fear cannot choose to be affected).

BLOOD GREED

If a model with Blood Greed slays a foe in hand-to-hand combat (38) they are not allowed to make a follow-up move (39) but must remain where they are for the rest of the turn. If the model is a psyker, it cannot use any powers during that psychic phase (42). If an enemy charges (29) the model while it is feeding, the model becomes frenzied (54) for the remainder of the turn.

DISCORD

Models which cause Discord affect all units with **12"** of their location at the start of each turn. For each squad (not characters, vehicles or support weapons) in range, roll a **D6**. On a "**1**", the members of that unit fall to arguing amongst themselves and cannot move or fire during that turn. Daemons (57) within range do not fight with others of their kind, but automatically fail (treat as a "**1**") any animosity (58) check.

FEAR

If a model is charged (29) by a model that causes Fear, the model being charged must make a Leadership Test (54) to overcome its fear. If passed, the unit may fight as normal — if the test fails and the unit is outnumbered by the enemy, the unit will break (53). If the fearsome enemy does not outnumber the unit, the unit may fight as normal, but loses half its Weapon Skill in the first turn of hand-to-hand combat (38) and cannot fire Overwatch (29) shots at the charging enemy. If a unit wishes to charge an enemy that it Fears, it must make a Leadership test first. If the test is failed, the squad cannot charge and must remain stationary for the turn; it may still fire normally, however. If a unit is hit by a weapon that it fears it must make an immediate Break test — this test is separate from and in addition to any caused by casualties from the weapon. A squad in hand-to-hand combat and outnumbered by an enemy it fears must make a Break test (53) at the end of each close combat phase.

Fear versus Fear

Creatures which cause Fear are not affected by enemies that cause Fear. Faced with an enemy that causes Terror (55), a Fear-causing unit will suffer only Fear, not Terror. Models which cause Terror are not affected by Fear at all.

FRENZY

Frenzied troops will automatically charge (29) any enemies within charge distance at the start of their turn, and will remain frenzied until they are Broken (53) in hand-to-hand combat (38) or until there is no enemy within charge reach. Frenzied troops charge during the compulsory movement phase and fight with double their Attack Dice in HtH (note that this is their A x 2, and does not include bonuses for Close Combat weapons).

Frenzied troops cannot parry, and must always use their **2"** follow-up move (39) to get closer to or engage the enemy. While frenzied, troops are unaffected by other psychology. Frenzied troops broken in HtH instantly lose the Frenzy status and must flee just like other troops — should they later rally (53), they are unaffected by their former frenzy.

You can try to restrain troops attempting to charge via Frenzy — make a Leadership test; if you are successful, the unit is not frenzied for that turn and not affected.

HATRED

Units who hate their adversaries take any Break test (53) with a Leadership of 10. Models fighting in hand-to-hand combat (38) with hated enemies may re-roll any Attack Dice once when they first attack, and must always use their follow-up move (39) to get closer to or engage the enemy.

STUPIDITY

Stupid creatures must make a Break test (53) at the start of each of their turns to overcome their stupidity. If you pass the test, the creatures behave normally; otherwise, the following rules apply until their next turn, when they can test once again:

If already in hand-to-hand combat (38), roll a **D6** for each stupid creature in HtH; on a roll of **1-3**, it rolls no attack dice and makes no parries. If not in HtH, roll **D6** for each stupid unit. On a **1-3**, move each stupid creature its normal move in a random direction (roll scatter die); any enemies encountered are automatically engaged in HtH (you must still roll to determine whether the stupid creatures will actually fight as above). On a **4-6**, the creatures do nothing for the remainder of the turn. Creatures cannot shoot weapons or use psychic abilities while suffering from stupidity. While overcome by stupidity, they ignore all further psychology tests; Broken (53) troops are not affected by Stupidity until they have rallied.

TERROR

Units that cause Terror also cause Fear (54). Troops only test for Terror once per battle; once they have overcome their terror they are not affected again. You never have to take a Fear *and* a Terror test from the same situation — just take a Terror test; if you pass the Terror test, you pass the Fear test too. A unit must make a Leadership test (54) if it is charged by or wishing to charge an enemy that causes Terror. A unit must make a test for Terror at the start of its turn if there is an enemy model causing Terror within **8"**. Units which fail any Terror test must flee as described in the Broken Troops section regardless of whether they are in cover or not.

Creatures which cause Terror are not affected by enemies that cause Fear or Terror.

Armies of the 41st Millennium

CHAOS

CHAOS SPAWN

As an optional rule, whenever a Psychic Phase has a warp flux roll (42) of 12 or greater, there is a risk that a Chaos model is “blessed” by being transformed into a mindless Chaos Spawn. Roll **D6**: if the score is equal to or less than the number of Chaos Champions and Chaos Sorcerors (but not Chaos Lords) in the army then one of those models, chosen by the player that made the warp flux roll, becomes a Chaos Spawn. If using a Chaos Cult or Daemon World army, Chaos Magi and Chaos Warrior Champions are included in the total.

If a model becomes a Spawn, all armour, weapons, wargear, and Chaos Rewards it had are lost. Roll **D6** once for each characteristic. 1-2 = 1, 3-4 = 2, and 5-6 = 3. The result is added to the relevant characteristic.

A Spawn’s first move is always **2D6”** forward. Any model it touches during this first move (besides a member of its unit, if it was in a unit when it was transformed) takes **1** automatic hit for each Attack the Spawn has. Hits to vehicles are dealt to random locations, as if from hand-to-hand combat (38). Enemy models cannot strike back in this case. In subsequent movement phases (28) the Spawn always moves **2D6”**, but in a random direction determined by rolling a scatter die. Any non-daemon model it touches will be attacked as per above. Models cannot deliberately move into or through a Spawn; involuntary movement into or through a Spawn results in that model being attacked as per above. A Spawn cannot be attacked in hand-to-hand combat (38). It cannot be broken and is immune to psychology (54).

A Spawn suffers wounds any time it rolls doubles for its movement, with the number of wounds equal to the double rolled (e.g., 3 wounds if a double-3 is rolled).

DAEMONS

Type of Daemon	Type of Power	Number of Daemons in Unit			
		1-5 Level 1	6-10 Level 2	11-15 Level 3	16+ Level 4
Daemonette	Slaanesh (46)	Acquiescence	Beam of Slaanesh	Pavane of Slaanesh	Fleshy Curse
Plaguebearer	Nurgle (45)	Aura of Decay	Miasma of Pestilence	Stream of Corruption	Plague Wind
Pink Horror	Tzeentch (46)	Pink Fire of Tzeentch	Bolt of Change	Tzeentch’s Fire Storm	Boon of Tzeentch

Daemon Worlds

Daemons must be summoned (59) before appearing in a Chaos Space Marine (62) or Chaos Cult (79) force. Not surprisingly, daemons are much more common on a Daemon World (57). Here, they may be deployed along with normal troops and most also have a lower point cost. However, a Daemon World army may only include daemons of the same God as the reigning Daemon Prince (58).

Daemonic Vulnerabilities & Immunities

Unless noted here — and where not specifically mentioned in the weapon’s description — daemons are affected by all weapons normally, and are given their daemonic aura saving throw.

Blinding Attacks

Daemons are immune to Photon Flares (277) and Conversion Fields (225).

House Rule: The original rule is also labelled “Blinding Attacks” and its fluff mentions that daemons do not have optic nerves. As such, this rule is sometimes extended to include an immunity to all blinding attacks, most notably blind grenades. However, the original rule did not include blind grenades, despite them being in existence at the time it was created; by the rules as written, daemons are still affected by blind grenades.

Chaos Daemons

Daemonic Aura

With few exceptions noted where applicable, all daemons are protected by a daemonic aura which gives them a 4+ unmodified armour saving throw in addition to any other armour saves. This save does not protect against psychic attacks or force weapons (26).

Daemons on Fire

A daemon which has caught on fire (25) may ignore the flames and behave as normal, though it must still roll for damage while it is on fire.

Electro-Hulls and Voltage Fields

Daemons are immune to the Electro-Hull (280) vehicle card and the Voltage Field (214) biomorph.

Gases & Toxins

Daemons are immune to the following effects: Choke (276), Hallucinogen (277), Scare (278), Toxin (279), Virus (279), Lictor (216) poison, Tyranid Venom Sac biomorph (214), and Shuriken Shrieker (258) ammunition. Needle weapons (261, 247) inflict their **S3** hit, but do not wound daemons automatically. Against daemon targets, the Tyranid Venom Cannon (259), Spinefist (261), and Devourer (245) divide their Strength value in half, rounding up. Daemons are immune to the effects of Hellfire (254) shells and are unaffected by Combat Drugs (225), Frenzon (230) and MediPacks (234).

Graviton Guns

Daemons are unaffected by Graviton Guns (246).

Ork Field Artillery

When rolling to hit with a **Smasha Gun**, treat Greater Daemons as Dreadnought-sized targets. All daemons are counted as “foot troops” for **Pulsa Rokkits** and **Shokk Attack Guns**. Daemons get the save for **Buzzer Squigs** as noted — this is instead of their normal aura save.

Psychic Attacks

Daemons do not receive their normal aura save against psychic attacks or related weapons, include **Force** weapons (26) and the following wargear items: Banshee Mask (222), Bonesword (250), Hood of Hellfire (231), Nemesis Blades (273), Psycannon (273), Runestaff Stormcaller (236), Sharpened Claws (214), Singing Spear (274), Staff of Ulthamar (239), Sword of Asur (274), Wailing Doom (249), Weirdboy Staff (275), Witch Blade (242), and Zoanthrope Warp Blast (216).

Daemon Animosity

Tzeentch is a rival of **Nurgle**. **Slaanesh** is a rival of **Khorne**. When daemons whose Gods are rivals are within **12”** of each other at the start of your turn, and they are not engaged in close combat (38), roll a **D6** for each unit:

1-2	Remove all rival models from play, but don't count them as having been destroyed for the purpose of Victory Points (19).
3-4	The daemons will not move or do anything else this turn, but are otherwise unaffected and will fight back if attacked in close combat (38).
5-6	No effect.

Daemonic creatures given as Chaos Rewards (60) do not count.

An army will never contain both a Daemon Prince and other daemons of a rival God. If the battle takes place on a Prince's Daemon World (57) army, no model bearing the rival's Mark of Chaos (60) may be included on the Prince's side, nor are any Chaos Rewards (60) available from the Prince's rival.

Daemon Psychic Powers

Daemons have psychic powers appropriate to their particular Chaos God. Because these powers are granted specifically, you do not need to deal out psychic power cards.

Chaos Daemons

Greater Daemons

All Greater Daemons (67) are psykers of Mastery Level (42) of **4**, and may freely use any of the powers of their particular Chaos God.

Lesser Daemons

Lesser daemons (70) are permitted psychic powers for units rather than for individual models. The powers granted are based on the number of models in the unit, as is the effective Mastery Level (42) of the unit.

Daemons and Victory Points

Victory Points (19) are only earned by your opponent for daemons that you have brought into play and which have subsequently been destroyed or eliminated. Your opponent scores points for Greater Daemons as if they were characters (17) based on their points value. Other daemons earn your opponent **1** Victory Point for every **3** models he slays or banishes, no matter what their type or point cost.

Summoning Daemons

Daemons purchased as part of a Chaos Space Marine (62) or Chaos Cult (79) are not deployed as normal at the start of the game, and cannot be deployed via Strategy Cards (21) or other non-standard methods. Instead, they must be summoned into battle during the game.

Summoning Points

Summoning a daemon occurs during your psychic phase (42), and requires the expenditure of Summoning Points: **2** Summoning Points to summon a daemon, and **10** points to summon a Greater Daemon. Summoned daemon models are placed anywhere you wish within **6"** of a model which bears the Mark of Chaos (60) of the daemon's patron god, and at least **1"** away from any enemy model. Daemons are placed at the end of the psychic phase. If the Energy Drain Force Card (43) is played, no daemons may be summoned that turn.

Daemon Type	Procedure
Khorne	Each hit scored by a Chaos model in close combat (38) earns 1 point.
Nurgle	Each Wound inflicted on an enemy model earns 1 point.
Slaanesh	Every time an enemy unit takes a Leadership test (54) for any reason (whether the test is failed or not), score a number of points equal to half the Leadership value of the unit.
Tzeentch	Each Force Card used by either side in the psychic phase (42) scores 1 point (Ultimate Force (44) is worth 3). Discarded cards do not count, but cards spent for powers that are nullified (44) apply normally.

Each Chaos God uses its own Summoning Points; e.g., Khorne Summoning Points may only be used to summon daemons of Khorne, and daemons of Khorne may only be summoned by Khorne Summoning Points. A single action may meet criteria for multiple point earnings; for example, a model inflicting a Wound on an enemy in hand-to-hand combat (38) earns a point for both Khorne and Nurgle. Note that a model which bears the appropriate Mark of Chaos (60) earns double the specified number of points.

Possession of Models

Possession allows a daemon to take over the body and mind of a living creature and so be put into play without expending Summoning Points. A daemon model may possess any other model with its Mark of Chaos (60); Greater Daemons may only possess Chaos Sorcerers, Chaos Lords, or Chaos Champions. The possessed model is replaced with the appropriate daemon model. Models in hand-to-hand combat (38) may be possessed.

Roll a **D6** any time a non-Chaos model teleports (29), including via psychic power or Wargear Card (19), in a battle where there is at least one daemon model awaiting to be summoned onto the battlefield. On a **1**, the teleporting model has been possessed by a daemon! The possessed model is slain and replaced by an awaiting daemon model of the Chaos player's choice. Note that this rule does not apply to Grey Knights and Inquisitors.

Banishment

Daemons are instantly banished if there are no models bearing their Mark of Chaos (60) left on the table.

WARGEAR

Marks of Chaos

Models on a Daemon World (57) may only bear the mark appropriate to the reigning Daemon Prince (58).

Mark	Description	Cost
Khorne	The model gains an armour saving throw of 2+ . In addition, the model is subject to frenzy (54), but may still parry (39). Cannot be taken by psykers.	30
Nurgle	The model gains +1 Toughness.	20
Slaanesh	The model is immune to psychology (54).	10
Tzeentch	The model may attempt to nullify (44) any psychic power which affects them on a 4+ roll of a D6 .	20

Chaos Rewards

Each Reward uses up one of the “slots” that may have been allocated for a Wargear Cards (19). No two models in your army may have exactly the same combination of Chaos Rewards, but the same Reward may be given to multiple models.

Khorne

Power	Description	Cost
Axe of Khorne	Model is armed with an Axe of Khorne (250).	15
Collar of Khorne	Model is equipped with a Collar of Khorne (224).	30
Juggernaut	The model rides atop a Juggernaut of Khorne (70).	50
Praise of Khorne	The model may re-roll any failed armour save once.	20

Nurgle

Power	Description	Cost
Beast of Nurgle	Model is accompanied by a Beast of Nurgle (60), which must remain with 6" coherency (18) at all times.	40
Cloud of Flies	All enemy models in base contact suffer a -1 modifier to their Weapon Skill.	5
Nurgle's Rot	At the end of the close combat (38) phase, roll a D6 for each living enemy model in base contact; on a 6 the model suffers 1 wound with no saving throw allowed.	5
Plaguesword	If a living model is wounded by this weapon, roll a D6 ; on a 4+ the model is slain, regardless of how many wounds it has left. Roll once for each wound inflicted.	15

Slaanesh

Power	Description	Cost
Allure of Slaanesh	Living enemies in hand-to-hand combat (38) must pass a Leadership test (54) on 3D6 ; if they fail, any hits against this model are wasted. Check once per combat.	20
Gaze of Slaanesh	Enemies in hand-to-hand combat (38) with this model suffer a -1 penalty to their Attacks characteristic.	10
Scream of Slaanesh	When charging (29), the model causes Fear (54).	5
Steed of Slaanesh	The model rides a Steed of Slaanesh (72).	25

Tzeentch

Power	Description	Cost
Breath Fire	The model may breathe fire in the shooting phase (33) as if it had a flamer (245); all shooting rules apply.	10
Destiny of Tzeentch	Warp Cards (43) are always dealt to your side first during any psychic phase (42). In addition, this model may always use the first psychic power of each phase.	25
Disc of Tzeentch	The model rides a Disc of Tzeentch (61).	30
Fortune of Tzeentch	The model may attempt nullify (44) one power each psychic phase (42). This always succeeds on 4+ roll.	40

Chaos Icons

Banner of Rage

35 points; Khorne only

Any Chaos models — apart from those bearing the Mark of Slaanesh — within 6” of the Standard are subject to frenzy (54).

Blasted Standard

20 points; Tzeentch only

Contains a spell which may be cast once per battle, during any psychic phase (42). Treat the spell as a psychic power cast with Ultimate Force (44) but requires no Force cards to cast. The spell inflicts **2D6 S6** hits with a **–3** save modifier, which may be distributed on any enemy models within 6” of the Standard. Any unit suffering one or more casualties from this effect must make an immediate Break test (53).

Flesh Banner

10 points

In the hand-to-hand combat phase (38), the Flesh Banner inflicts **D6 S5** hits with a **–2** save modifier, which may be distributed amongst any of the Standard Bearer’s close combat opponents. This attack is made at the start of the close combat phase, before any normal attacks are worked out.

Plague Banner

15 points; Nurgle only

Contains a spell which may be cast once per battle, during any psychic phase (42). Treat the spell as a psychic power cast with Ultimate Force (44) but requires no Force cards to cast. The spell inflicts **D6** Wounds which may be distributed on any enemy models or vehicle crew (18) within 6” of the Standard. No more than **1** Wound may be applied per enemy model. No saving throws of any kind apply.

Rapturous Standard

25 points; Slaanesh only

Any Chaos models, apart from those bearing the Mark of Khorne (60), within 6” of the Standard are rendered immune to psychology (54), and may never be broken (53).

Warp Banner

25 points

Once per battle, the Warp Banner can be used in the psychic phase (42) to generate **2D6** summoning points (59). Any of the points not used on the turn they are generated are lost. For the purposes of summoning daemons, the model bearing the Banner counts as a model with all Marks of Chaos (60).

CHAOS SPACE MARINE RULES

There are many Space Marine Chapters which have turned to the dark gods of Chaos. All follow the Space Marine rules for Rapid Fire (167); However, they do *not* become Shaken (167) and must flee as normal if they fail a Break test (53).

Khorne Berzerkers

All Berzerkers bear the Mark of Khorne (60) — they always frenzy (54), but may still parry (39). Berzerkers may also make a Furious Charge, in which they triple their Movement instead of doubling it when charging. This bonus also applies to any models which have joined the unit.

Noise Marines

All Noise Marines bear the Mark of Slaanesh (60) — they are immune to psychology (54) and never break (53). In addition, Noise Marines emit a **Psychic Cacophony**; roll a **D6** if a psyker within **16"** of a Noise Marine attempts to use a psychic power (only one die is rolled, regardless of how many psykers or Marines are involved). If the roll is greater than the psyker's Mastery Level, the power is automatically nullified (44). In addition, the psyker must roll **4+** on **D6** or suffer a Wound, with no saving throw possible. Wargear that normally protects against psychic attacks offers no protection against Noise Marines.

Plague Marines

All Plague Marines bear the Mark of Nurgle (60), which increases their Toughness by **+1**.

Thousand Sons Marines

All Thousand Sons Marines bear the Mark of Tzeentch (60). Each time the Energy Drain (43) Warp Card is played, you must choose **D6** of your Thousand Sons models to remove as casualties. Thousand Sons Marines are immune to psychology (54) and will never break (53).

CHAOS SPACE MARINE EQUIPMENT

Assault Weapons

Models may carry an unlimited number of these weapons.

Weapon	Cost
Axe (250)	1
Sword (252)	1
Chainsword (250)	2
Chain-Axe (250)	2
Power Maul (252)	6
Power Axe (251)	7
Power Fist (252)	10
Bolt Pistol (260)	2
Boltgun (244)	3
Hand Flamer (260)	7
Mk 1 Plasma Pistol (260)	5
Post-Heresy Plasma Pistol (261)	8

Special Weapons

Models may only have one of these weapons.

Weapon	Cost
Boltgun (244)	3
Flamer (245)	9
Meltagun (247)	8
Mk 1 Plasma Gun (247)	8
Post-Heresy Plasma Gun (248)	12

Heavy Weapons

Models may only have one of these weapons. They do *not* include a Targeter.

Weapon	Cost
Auto-cannon (253)	20
Heavy Bolter (254)	12
Lascannon (255)	35
Missile Launcher (256) w/Frag and Super Krak missiles (256)	35
<i>Anti-plant (276) missiles</i>	+5
<i>Plasma (278) missiles</i>	+5
Post-Heresy Multi-Melta (256)	95

Noise Marine Weapons

Models may only choose one of these weapons.

Weapon	Cost
Sonic Blaster (248)	10
Doom Siren (245)	15
Blastmaster (253)	45

Combi-Weapons

Combi-Weapon	Cost
Twin Bolter (244)	6
Bolter-melta (247)	12
Bolter-flamer (245)	12

Grenades

Models may choose as many of these as they want. Models bearing the Mark of Nurgle (60) may also purchase Blight (276) grenades at a cost of 3 points per model.

Grenade Type	Cost
Frag (276)	2
Krak (276)	3
Plasma (278)	3

Chaos Space Marines from **Post-Heresy** Chapters may also select from the following list:

Grenade Type	Cost
Post-Heresy Blind (276)	4
Post-Heresy Photon Flash (277)	4
Post-Heresy Melta Bombs (251)	8

Terminator Armour

Characters may purchase Chaos Terminator Armour at a cost of +37 points. All Terminator suits come with a Combi-Weapon (65), which must be paid for separately at the costs listed above. Purchasing Terminator Armour replaces a character's normal power armour and weaponry, and means that character loses access to any other wargear besides the mandatory single Terminator Assault Weapon (below).

Chaos Terminator Armour is identical to normal Space Marine Terminator Armour (241), except that it does not incorporate a Targeter (240) or teleport homer (240). Models wearing Terminator Armour cannot take a Steed (60) or Disc (61) as a Chaos Reward (60) and cannot ride a bike (176). Veteran Chaos Marine (68) squads led by an Aspiring Champion (67) wearing Terminator Armour cannot infiltrate (18).

A limited number of Post-Heresy Terminator (241) suits are available at a base cost of +42 points. Remember, however, that as per the Post-Heresy Wargear rules (65) the final cost (after weapons) of such Terminators is then increased by 50%, or 75% if they can also teleport. These come with a Storm Bolter (248) and Power Fist (252) rather than the usual Combi-Weapon (65) and Chain-Axe (250). Unlike their pre-Heresy equivalents, Post-Heresy suits come with a Targeter (240, +1 to hit).

Characters equipped with either suit must also purchase a single Terminator Assault Weapon (64).

Terminator Assault Weapons

Models may only have one of these weapons.

Weapon	Cost
Chain-Axe (250)	<i>Free</i>
Chainfist (250)	10
Lightning Claw (251), <i>single</i>	10
Power Axe (251)	5
Power Fist (252)	8
Power Mace (252)	4
Post-Heresy Power Sword (252), <i>Sergeants and Characters only</i>	9

Chaos Space Marine Equipment

Terminator Heavy Weapons

Models may only have one of these weapons. They do *not* include a Targeter.

Weapon	Cost
Heavy Flamer (255)	21
Reaper Auto-cannon (257)	25

Models with **Post-Heresy** Terminator Armour may also select from the following list. All weapons include a Targeter (240, +1 to hit).

Weapon	Cost
Post-Heresy Assault Cannon (253)	65
Post-Heresy Cyclone Missile Launcher (253)	90

Dreadnought Weapons

Dreadnought Assault Weapons

Chaos Dreadnoughts (73) may select one weapon from the following list:

Weapon	Cost
Power Claw (251)	15
Power Scourge (252)	20
Thunder Hammer (252)	20

Dreadnought Heavy Weapons

Chaos Dreadnoughts (73) may select one of the following weapons, which does *not* have a Targeter.

Weapon	Cost
Twin-linked (36) Heavy Bolters (254)	20
Twin-linked (36) Auto-cannons (253)	35
Mk 1 Heavy Plasma Gun (256)	40
Twin-linked (36) Lascannons (255)	55

Special Equipment Rules

Chaos Combi-Weapons

Chaos combi-weapons follow the normal rules for combi-weapons (225). However, only one barrel of a Chaos combi-weapon can be fired per turn (the standard option to fire both is not available). Chaos twin-bolters are not treated as a storm bolter; instead they are fired as a single boltgun (244), and on a hit make two rolls to wound, instead of the normal one (each of which is saved against separately).

All Chaos combi-weapons may be used in close-combat (38), and as such provide an extra Attack die. However, the weapon cannot be used in this manner one the same turn it is fired, including shots on Overwatch (29).

Jump Packs and Skimmers

These items, or anything which incorporates their technology, are not permitted to Chaos units.

Post-Heresy Wargear

Because of the relative scarcity of Post-Heresy equipment among Chaos forces, any Wargear (221) or Vehicle Cards (280) marked "*Imperium Only*" cost an additional **+50%** over their listed price. Wargear cards marked "*Terminators Only*" may only be used by models wearing Post-Heresy Terminator (64) armour, not those with the more old-fashioned Chaos Terminator Armour (64).

CHAOS SPACE MARINE UNITS

Characters

<50%

Chaos Lord

91 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Lord	4	7	7	5	5	3	7	3	10

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260) and Frag (276) grenades. Provides a Strategy Rating (12) of 5. Chaos units within 12" use his Leadership for their Break tests (53). Must be present as the army commander unless a special character (74) commander is chosen.

Options

May purchase from the Terminator (64), Grenades (64), Assault (63) and Special (63) weapons lists. May have one or more Marks of Chaos (60). May have up to 3 Chaos Rewards (60) or Wargear Cards (19). May ride a bike (176) for +20 points.

Upgrades

If the Lord takes the Mark of Tzeentch (60), he may be a psyker of Mastery Level (42) from 1 to 4; each level costs +30 points. Select powers from the Adeptus (44) and Librarian (49) lists, plus up to one power from the Tzeentch (46) list.

Army Icon

55 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	5	5	4	4	1	5	1	9

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260) and Frag (276) grenades. Chaos Space Marines within 12" may re-roll any failed Leadership test (54) once.

Options

May purchase from the Terminator (64), Grenades (64), Assault (63) and Special (63) weapons lists. May have 1 Wargear Card (19) or Chaos Reward (60). May ride a bike (176) for +20 points. May have up to 3 Marks of Chaos (60) at half the listed cost; cannot take the **Mark of Tzeentch**.

Sorcerer

Sorcerer (Level 1) — 52 points

Sorcerer Champion (Level 2) — 96 points

Master Sorcerer (Level 3) — 151 points

Sorcerer Lord (Level 4) — 201 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sorcerer	4	4	4	4	5	1	5	1	8
Champion	4	5	5	5	5	2	5	1	8
Master	4	6	6	5	5	3	6	2	8
Lord	4	7	7	5	5	4	7	3	9

Armed with a Bolt Pistol (260) and Frag (276) grenades. Wears Power Armour (3+ save). Is a psyker with a Mastery Level (42) as listed; select powers from the Adeptus (44) and Librarian (49).

Options

May purchase from the Terminator (64), Grenades (64), Assault (63) and Special (63) weapons lists. May have up to 1 Wargear Card (19) or Chaos Reward (60) per level. May ride a bike for +20 points.

Upgrades

May have a single Mark of Chaos (60), except for the **Mark of Khorne**. Sorcerers with a Mark must select at least one of their powers from their patron's list: Nurgle (45), Slaanesh (46), or Tzeentch (46).

Bodyguard

Sorcerers with a Mark of Tzeentch (60) may have 3 to 5 Thousand Sons Marines (69) as a bodyguard. The sorcerer is the unit's leader and must remain with the squad at all times.

Chaos Champion

Mighty Champion — 58 points

Exalted Champion — 91 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mighty Champ	4	6	6	5	5	2	6	2	9
Exalted Champ	4	7	7	5	5	3	7	3	10

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260) and Frag (276) grenades.

Options

May purchase from the Terminator (64), Grenades (64), Assault (63) and Special (63) weapons lists. Mighty Champions may have up to 2 Wargear Cards (19) or Chaos Rewards (60), while Exalted Champions may have up to 3. Either may ride a bike (176) for +20 points. Either may have a single Mark of Chaos (60), except for the **Mark of Tzeentch**.

Aspiring Chaos Champion

30 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Aspiring Champ	4	5	5	4	4	1	5	1	9

Wear Power Armour (3+ save). Armed with a Bolt Pistol (260) and Frag (276) grenades. Any squad may be led by an Aspiring Champion; he must remain with the unit and cannot operate independently. Must ride a bike (176) for +20 points, if the squad are on bikes; cannot ride a bike otherwise.

Options

May purchase from the Terminator (64), Grenades (64), Assault (63) and Special (63) weapons lists. May have up to 1 Wargear Card (19) or Chaos Reward (60). May have a single Mark of Chaos (60), except for the **Mark of Tzeentch**.

Greater Daemons

Counts as Characters

Bloodthirster (Khorne)

300 points; 285 points on a Daemon World

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodthirster	6	10	10	8	7	10	8	10	10

Wears Chaos Heavy armour (3+ save on 2D6). Armed with Axe of Khorne (250) and a Bloodthirster Whip (223). May fly, equivalent to a jump pack (232). Causes Terror (55).

Great Unclean One (Nurgle)

275 points; 230 points on a Daemon World

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Great Unclean	4	7	7	7	8	10	4	7	10

Protected by a Daemonic Aura (58, 4+ unmodified save). Has a psychic Mastery Level (42) of 4, with all of the Nurgle (45) powers. May unleash a Stream of Corruption (45) during the shooting phase (33). Causes Terror (55).

Keeper of Secrets (Slaanesh)

280 points; 255 points on a Daemon World

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Keeper	6	9	10	7	7	8	7	6	10

Protected by a Daemonic Aura (58, 4+ unmodified save) and the Allure of Slaanesh (60). Has a psychic Mastery Level (42) of 4, with all of the Slaanesh (46) powers. Causes Terror (55).

Lord of Change (Tzeentch)

280 points; 250 points on a Daemon World

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lord of Change	8	9	10	7	7	7	10	6	10

Protected by a Daemonic Aura (58, 4+ unmodified save). Has a psychic Mastery Level (42) of 4, with all of the Tzeentch (46) powers. May fly, equivalent to a jump pack (232). Causes Terror (55).

Squads

25%+

Chaos Terminators

45 points per model + cost of combi-weapon

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

The squad includes **3** to **9** models, each with the above stats, all wearing Chaos Terminator Armour (64, **3+** save on **2D6**) and armed with a Combi-Weapon (65) at the additional cost listed.

Options

Each model may replace their chain-axe with either a Chainfist (250) for **+10** points, Power Fist (252) for **+8** points, or Power Mace (252) for **+4** points. Up to **2** models may purchase a Terminator Heavy Weapon (65).

Squad Type

The whole squad may be upgraded to a specific type of Chaos Marine for the listed cost per model:

Chapter	Cost
Khorne Berzerkers (62)	20
Noise Marines (62)	10
Plague Marines (62)	20
Thousand Sons Marines (62)	10

Post-Heresy Terminator Squad

61 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

The squad includes **3** to **9** models, each with the above stats, all wearing Imperial Terminator Armour (241, **3+** save on **2D6**) and is armed with a Power Fist (252) and a Storm Bolter (248). Unlike their pre-Heresy equivalents, these suits include a Targeter (240, **+1** to hit).

Options

Any number of models may replace their Power Fists with a Terminator Assault Weapon (64) at no extra cost. Up to **1** model may purchase a Terminator Heavy Weapon (65) at the listed cost.

Veteran Chaos Marine Squad

35 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Veteran	4	5	5	4	4	1	5	1	9

The squad includes **3** to **5** models, each with the above stats. All wear Power Armour (**3+** save) and armed with Bolt Pistols (260) and Frag (276) grenades. Chaos Veteran squads may infiltrate (18) and may fight in dispersed formation (18).

Options

Any model may purchase Assault (63) weapons. Up to **2** models may purchase a Special (63) or Heavy (63) weapon. The entire squad may carry Krak (276) grenades for **+3** points per model. May be led by an Aspiring Chaos Champion (67).

Chaos Space Marine Squad

25 points per Marine

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Marine	4	4	4	4	4	1	4	1	8

The squad includes **3** to **9** models, each with the above stats. All wear Power Armour (**3+** save) and armed with Bolt Pistols (260) and Frag (276) grenades.

Options

Any model may purchase Assault (63) weapons. Up to **3** models may purchase a Special (63) or Heavy (63) weapon. The entire squad may carry Krak (276) grenades for **+3** points per model. May be led by an Aspiring Chaos Champion (67).

Khorne Berzerker Squad

35 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Berzerker	4	4	4	4	4	1	4	1	8

The squad includes **5** to **19** models, each with the above stats. All wear Chaos Armour (**2+** save) and carry Bolt Pistols (260) and Frag (276) grenades. Berzerkers (62) bear the Mark of Khorne (60), meaning they always frenzy (54), but still parry (39). Berzerkers triple their speed when charging (29).

Options

Any model may purchase Assault (63) weapons. The entire squad may carry Krak (276) grenades at a cost of +3 points per model. May be led by an Aspiring Chaos Champion (67), but only one with the Mark of Khorne (60).

Noise Marine Squad

30 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Noise Marine	4	4	4	4	4	1	4	1	8

The squad includes **3** to **5** models, each with the above stats. All wear Power Armour (**3+** save) and carry Bolt Pistols (260). All bear the Mark of Slaanesh (60) and are immune to psychology (54). Noise Marines produce a psychic cacophony (62).

Options

Any model may carry a Sonic Blaster (248) for +10 points per model. Up to **1** model may carry a Blastmaster (253) for +45 points; up to **1** model may carry a Doom Siren (245) for +15 points. The entire squad may carry Photon Flares (277) for +5 points per model. The unit may be led by an Aspiring Chaos Champion (67), but only one bearing the Mark of Slaanesh (60); if so, the Champion may purchase a weapon from the Noise Marines list (63).

Plague Marine Squad

35 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plague Marine	4	4	4	4	5	1	4	1	8

The squad includes **3** to **9** models, each with the above stats. All wear Power Armour (**3+** save) and carry Boltguns (244), Blight (276) grenades and Plague Knife (251). All bear the Mark of Nurgle (60).

Options

Up to **1** model may purchase a Special (63) weapon. The squad may carry Frag (276) grenades for +2 points per model, and/or Krak (276) grenades for +3 points per model. The unit may be led by an Aspiring Chaos Champion (67), but only one with the Mark of Nurgle (60).

Thousand Sons Squad

30 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Thousand Sons	4	4	4	4	4	1	4	1	8

The squad includes **3** to **10** models, each with the above stats. All wear Power Armour (**3+** save) and carry Bolt Pistols (260) and Frag (276) grenades. All Thousand Sons Marines (62) bear the Mark of Tzeentch (60, may nullify (44) psychic powers on 4+). They also have the same immunities and vulnerabilities (57) as daemons. They are immune to psychology (54) and never break (53). Cannot be led by an Aspiring Chaos Champion.

Options

Any model may purchase Assault (63) weapons. The entire squad may carry Krak (276) grenades at a cost of +3 points per model. Up to **3** models may purchase a Special (63) or Heavy (63) weapon.

Chaos Space Marine Units

Chaos Bikers

45 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Marine	4	4	4	4	4	1	4	1	8

The squad includes **3 to 5** models, each with the above stats. All wear Power Armour (3+ save) and armed with Bolt Pistols (260) and Frag (276) grenades. All models come riding bikes (176).

Options

Any model may purchase Assault (63) weapons. One model may purchase a Special (63) weapon. The entire squadron may carry Krak (276) grenades for +3 points per model. The unit may be led by an Aspiring Chaos Champion (67), who must purchase a bike (176).

Lesser Daemons

<25%

Chaos Space Marine armies may include the following lesser daemons (57). They are not purchased as units, so you can have as many as you want, allowing for the appropriate Marks of Chaos and normal army percentage limits. Daemons are summoned (59) using the rules listed above and cannot be deployed at the start of the game.

Khorne

Bloodletters

35 points per model; 20 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	5	5	4	3	1	6	2	10

A unit consists of **3 to 10** models, each with the above stats. Protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). Armed with Hellblades (250). May triple their move when they charge (29) instead of doubling it. Any model may regenerate all damage suffered in a turn on a **D6** roll of 4+.

Options

On a Daemon world, any Bloodletter may ride a Juggernaut (70) for +50 points.

Flesh Hounds

38 points per model; 30 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flesh Hound	10	5	0	5	4	2	6	1	10

A unit consists of **3 to 10** models, each with the above stats. Protected by a Daemonic Aura (58, 4+ unmodified save) and a Collar of Khorne (224). Causes Fear (54). May charge (29) any model within range, instead of the closest one.

Juggernaut of Khorne

Must be purchased as a Chaos Reward

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Juggernaut	7	3	0	5	5	3	2	2	10

Protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). If it charges (29) into hand-to-hand combat (38), its attacks automatically wound; no damage check (25) required. Against vehicles, all attacks automatically hit and the Juggernaut may choose the location struck — armour penetration is **5+3D6**. When shooting at a Juggernaut with a rider, randomize all hits between it and the rider. If either is slain, the other continues fighting. A Juggernaut and its rider fight separately — in effect, being multiple combatants (39).

Nurgle

Plague Beasts

38 points per model; 30 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plague Beast	3	3	0	3	5	3	3	D6	6

A unit consists of **3 to 10** models, each with the above stats. Protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). All hits in hand-to-hand combat (38) ignore the opponent's armour saves; Defensive Fields work normally. Opponents gain no bonus for Multiple combatants (39) in hand-to-hand combat (38).

Chaos Space Marine Units

Plaguebearers

35 points per model; 20 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plaguebearer	4	5	5	4	3	1	6	2	10

A unit consists of **3** to **10** models, each with the above stats. All are protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). Armed with Plagueswords (251) and surrounded by a Cloud of Flies (60). The unit has a psychic Mastery Level (42) of **1** per **5** models and one Nurgle Chaos Power (45) per five models.

Nurglings

15 points per base; 10 points each on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nurgling base	4	3	3	3	3	3	4	3	7

A unit consists of **3** to **10** models, each with the above stats. All are protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). Nurglings do not have to be summoned (59) and may always be deployed at the start of the game. Smaller creature (33).

Tzeentch

Pink Horrors

35 points per model; 20 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pink Horror	4	5	5	4	3	1	6	2	10
Blue Horror	4	3	3	3	3	1	7	1	10

A unit consists of **3** to **10** models, each with the above stats. All Horrors cause Fear (54). The unit has a psychic Mastery Level (42) of **1** per **5** Pink Horrors and one Tzeentch Psychic Power (46) per five Pinks; Blue Horrors do not count. Any Pink Horror that is slain is replaced at the end of the turn with two Blue Horrors, which continue to fight alongside the rest of the unit until they are slain.

Flamers of Tzeentch

40 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flamer	9	3	5	5	4	2	4	2	10

A unit consists of **3** to **10** models, each with the above stats. All are protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). May flame a single target during the shooting phase (33) at a max range of **6"**. Any model struck suffers **D6 S3** hits. All hits in hand-to-hand combat (38) inflict **D3** Wounds each. Flamers can move over obstacles (28) without penalty.

Disc of Tzeentch

Must be purchased as a Chaos Reward

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Disc	12	3	0	3	3	1	3	1	10

The Disc is protected by a Daemonic Aura (58, 4+ unmodified save); this does not apply to the rider. Causes Fear (54). Models riding the Disc use standard Cavalry (16) rules. Treated as a Skimmer (31). Cannot be ridden by a model wearing Terminator Armour (241).

Slaanesh

Daemonettes

35 points per model; 20 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Daemonette	4	6	5	5	3	1	6	3	10

A unit consists of **3** to **10** models, each with the above stats. All are protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). The unit has a psychic Mastery Level (42) of **1** per **5** models and one Slaanesh Psychic Power (46) per five models.

Fiends

25 points per model; 15 points on a Daemon world

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fiend	6	3	0	4	3	1	3	3	10

A unit consists of **3** to **10** models, each with the above stats. All are protected by a Daemonic Aura (58, 4+ unmodified save). Causes Fear (54). Opponents double all Fumbles (39) in hand-to-hand combat (38) and ignore all critical hits (39). If the Fiend wins the combat, it inflicts one additional hit.

Steed of Slaanesh

Must be purchased as a Chaos Reward

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Steed	12	3	0	4	5	1	6	1	10

The Steed is protected by a Daemonic Aura (58, 4+ unmodified save); this does not apply to the rider. Causes Fear (54). Models riding the Steed use standard Cavalry (16) rules. The Steed gets one additional attack in hand-to-hand combat (38), which must be kept track of separately. If this is the highest die for the Steed, then the opponent's Weapon Skill is reduced by **D3** before comparing scores. Cannot be ridden by a model wearing Terminator Armour (241).

Support

<25%

Allies

You may pick allied troops from the Ork (141) and Chaos Cult (79) army lists. If your opponent agrees, you may also select from the Imperial Guard (121) section, but IG reserves and pre-battle barrages are disallowed. Allied forces may ignore the normal composition requirements, including command hierarchies.

Artillery Weapons

Chaos versions of Marine artillery weapons (175) also cost an additional **50%** above the base cost for standard Space Marines.

Vehicles

With the exception of Chaos Dreadnoughts, Chaos Marine vehicles are identical to their normal Marine counterparts and include Land Raiders (178), Predators (180), and Rhinos (181). However, targeters cannot be purchased for the latter three vehicles.

Chaos Razorbacks (182) and Whirlwinds (183) cost an additional **50%** above the normal cost for Space Marines.

Chaos Dreadnoughts

Dreadnoughts are subject to frenzy (54) and stupidity (55). Because both can't apply simultaneously, you must follow the following rules.

- If there are enemy models within **12"**, the Dreadnought becomes frenzied (54) and must charge (29). During this turn, the dreadnought is immune to the effects of its stupidity.
- If there is no enemy within **12"** or the Dreadnought cannot move far enough to reach its opponents through being damaged, make a Leadership test (54) instead. If it succeeds, it may operate as desired.
- If the dreadnought fails, it is subject to stupidity (55) until the start of its next turn. In the shooting phase (33), roll a **D6** for each Dreadnought suffering stupidity. On a **2-6**, it will fire all of its weapons at the nearest enemy model in its fire arc; multiple hits from sustained fire (36) weapons can be spread out among targets within **4"** of the first as normal. On a roll of **1**, the Dreadnought loses all capacity to identify friend or foe — the Dreadnought fires all of its weapons at the nearest model (friend or foe!) within its firing arc. If this happens, it will pump all of its sustained fire into the same target.

Chaos Dreadnought

135 points + weapons

Walker/Dreadnought (31). All weapons have a 90° arc of fire to the front. For purposes of psychic attacks, the operator (18) has **2 Wounds** and a Toughness of **5**.

Weapons

Select one Dreadnought Assault Weapon (65) and one Dreadnought Heavy Weapon (65). Carries an auxiliary combi-weapon (65), at no additional cost; this weapon is either mounted on the body or integrated into the arm with the Assault Weapon.

Options

May mount a Havoc Missile Launcher (254) for +**30** points.

Ram									
Str	Dmg	Save Mod	M	WS	BS	S	I	A	Ld
7	D10	-4	6	7	5	6	5	3	10
Armour									
D6	Location		Front	Side/Rear					
1	Legs		19	19					
2	Left Arm		18	18					
3	Right Arm		18	18					
4-6	Body		21	19					
D6	Legs Damage Table								
1	Cannot move next turn.								
2	Staggers D3” in a random direction next turn.								
3-4	May only limp D3” per turn.								
5-6	Leg is blown off and the Dreadnought crashes to the ground (effectively destroyed).								
D6	Arm Damage Table								
1	Ranged weapons in the arm may still be used, but the arm is useless in close combat (38); permanently reduce the Dreadnought’s Attacks by 1.								
2	Weapons mounted in the arm are jammed, and only work if you first roll a 4+ on a D6 .								
3-5	Arm is torn from the body; all weapons in it are destroyed. Permanently subtract 1 from the Dreadnought’s Attacks.								
6	Arm is destroyed, as previous result. Roll again on the <i>Body Damage Table</i> .								
D6	Body Damage Table								
1	The Dreadnought will automatically fail any Leadership tests (54) it has to take because of fire frenzy in its next turn without rolling dice.								
2	All of the Dreadnought’s characteristics are halved for the rest of the game.								
3-4	The engine bursts into flames and the machine is immobilised. The Marine inside may fire one arm-mounted weapon. Roll a D6 at the beginning of each player’s turn; the Dreadnought explodes on a 1 or 2 . The explosion inflicts D6 S10 hits with a –3 save modifier on all models within 3” .								
5	The operator is killed. The Dreadnought staggers D3” in a random direction and falls to the ground (effectively destroyed).								
6	Ammunition explodes, destroying the Dreadnought and killing the operator. Any models within 3” suffer D6 S10 hits with a –2 save modifier.								

Special Characters

Counts as Characters

Abaddon the Despoiler, Warmaster of Chaos

150 points; 275 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Abaddon	4	8	7	5	6	3	7	4	10

Counts as having all four Marks of Chaos (60) for purposes of summoning (59) daemons. Any psychic attacks which affect him are nullified (44) on a 4+ roll of a **D6**. Immune to psychology (54). If present, he must be the army commander and provides a Strategy Rating (12) of **5**. May be teleported into battle (29) at no additional cost.

Options

May have up to **3** Wargear Cards (19); these must always be the Talon of Horus (240), the Daemon Sword Drach'nyen (226), and his Warmaster's Terminator Armour (224, **2+** [yes, **2+!**] save on **2D6**).

Bodyguard

May be accompanied by a bodyguard of up to **4** Chaos Terminators (68), purchased separately. Abaddon is the leader of the squad, though the unit may operate in Dispersed Formation (18) if desired. If Abaddon teleports into battle, the bodyguard may teleport with him at no additional cost.

Ahriman

246 points; 316 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ahriman	4	7	7	5	5	4	7	3	10

Wears Power Armour (**3+** save). Armed with a Bolt Pistol (260), Frag and Krak (276) grenades. Is a Chief Librarian with a psychic Mastery Level (42) of **4**; select from the Tzeentch (46), Adeptus (44) and Librarian (49) lists. Hates (55) all Space Wolves (197); otherwise immune to psychology (54). Bears the Mark of Tzeentch (60, may nullify (44) psychic powers on **4+**). A force which include Ahriman may re-draw any one Strategy Card (21) dealt to you at the start of the game, if you desire. May be your army commander if the force is entirely composed of Thousand Sons Marines (62) and Tzeentchian daemons (57); Ahriman has a Strategy Rating (12) of **5**.

Options

Ahriman may have up to **4** Wargear Cards (19) or Chaos Rewards (60); three of these must be the Destiny of Tzeentch (61, goes first during any psychic phase (42)), Inferno Bolts (232) the Black Staff of Ahriman (223, psychic powers cost **1** less).

Cypher, Fallen Angels Champion

112 points; 137 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cypher	4	7	8	5	5	3	8	3	10

Wears Power Armour (**3+** save). Armed with a Bolt Pistol (260). Cypher is a Fallen Angel (186) and follows all rules for standard Space Marines (167). Hates (55) all Dark Angels (184). May fire a pistol in each hand during the shooting phase (33); this does not interfere with his ability to Rapid Fire (167) with his Bolt Pistol. If Cypher is reduced to **0** wounds, roll **3D6**: on a **4+**, he disappears before being killed and does not count towards either side's Victory Points (19). Cypher is worth **5** Victory Points to his side in the Dark Angels Blood Feud (186); Dark Angels score half that many points (**2**) if Cypher disappears from the battle, twice that many (**10**) if he is actually killed. Cypher causes Discord (54) in all units (except Fallen Angels), even those normally immune to psychology.

Options

Cypher may have up to **3** Wargear Cards (19); these will be a Master-Crafted Plasma Pistol (233), Master-Crafted Bolt Pistol (233) and a C'tan Phase Blade (225).

Bodyguard

Cypher may be accompanied by a squad of Fallen Angels (186) Veteran Marines (68); these models follow all rules for standard Space Marines (167) and hate (55) all Dark Angels (184).

Fabius Bile

120 points; 200 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fabius Bile	D3+3	D6+2	D6+2	D3+3	D3+3	D6	D6+2	D3	10

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260), Frag and Krak (276) grenades. Immune to psychology (54). Must be the army commander if present; provides a Strategy Rating (12) of 5.

Options

May have up to 3 Wargear Cards (19); these must always be the Rod of Torment (236), the Xyclos Needler (243), and the Chirurgeon (224).

Upgrades

Fabius may enhance one Chaos Marine squad (68) at a cost of +5 points per model; each gains +1 to their Movement, Strength, Toughness, and Attacks. Enhanced models are also immune to Fear (54) and Terror (55) and will automatically Rally (53) if they are in cover at the end of your turn. Squads with a Mark of Chaos (60) may not be enhanced.

Huron Blackheart

117 points; 152 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Huron	4	7	6	5	5	3	6	3	10

Wears Power Armour (3+ save). Armed with a Power Axe (251), Bolt Pistol (260), Frag and Krak (276) grenades. Follows all rules for standard Space Marines (167). Must be the army commander if present; provides a Strategy Rating (12) of 5. Randomly select 2 Daemon Gifts (77) at the start of game.

Options

May purchase from the Imperial Grenades (168), Assault (168) or Special (168) weapons lists, or the Chaos Terminator (64), Assault (63) and Special (63) weapons lists. May have up to 4 Wargear Cards (19) or Chaos Rewards (60); one must be the Tyrant's Claw (241).

Special Rules

Huron leads a renegade force of Post-Heresy Space Marines (240). If Huron is present, you may include any Space Marine squads (173), equipment (168), artillery (175) and vehicles (175) at normal cost. This also applies to any Wargear (221) or Vehicle Cards (280) marked "Imperium Only". However, all daemons (57) included in Huron's force cost double.

Kharn the Betrayer

157 points; 217 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kharn	4	9	7	6	5	6	7	3	10

Wears Power Armour (2+ save) with the Mark of Khorne (60). Armed with a Bolt Pistol (260), a Mk 1 Plasma Pistol (260), Frag and Krak (276) grenades. The Mark of Khorne also means Kharn is always frenzied (54), but may still parry (39). Aside from this, his is immune to all psychology (54). As a Berzerker (62), he may triple his Movement rate when charging (29); he also has a 4" follow-up move (39). Opponents in hand-to-hand combat (38) with Kharn may not parry (39) his blows. If your army is less than 1,000 points, or is composed entirely of Berzerkers (69) and Khorne daemons (57), Kharn may be your army's commander with a Strategy Rating (12) of 5.

Options

Kharn may have up to 3 Wargear Cards (19)/Chaos Rewards (60); these must always be the Praise of Khorne (60), Blood Fury of Khorne (223), and Gorechild (230).

CHAOS CULT/DAEMON WORLD EQUIPMENT

Armour List

Models may choose up to one item from this list, except that a Shield may be taken in addition to armour.

Armour Type	Cost
Carapace Armour (4+ save)	7
Flak Armour (117, 6+ save)	2
Mesh Armour (5+ save)	3
Primitive Shield (235, +1 save)	1

Basic Weapons

One per model.

Weapon	Cost
Autogun (244)	1
Boltgun (244)	3
Lasgun (247)	2
Shotgun (248)	2

Assault Weapons

Any number per model.

Weapon	Cost
Axe (250)	1
Chain-Axe (250)	2
Chainsword (250)	2
Lance (251)	2
Polearm (251)	1
Sword (252)	1
Autopistol (260)	1
Bolt Pistol (260)	2
Hand Flamer (260)	7
Laspistol (260)	1
Plasma Pistol (261, characters only)	5
Stub Gun (261)	1

Heavy Weapons

One per model. These weapons do *not* include a Targeter.

Weapon	Cost
Auto-cannon (253)	25
Heavy Bolter (254)	15
Lascannon (255)	45
Missile Launcher (256) w/Frag & Krak (276) missiles	45
Multi-Melta (256)	65
Heavy Plasma Gun (255)	40
Heavy Stubber (255)	10

Melee Weapons

Any number per model.

Weapon	Cost
Power Axe (251)	7
Power Fist (252)	10
Power Sword (252)	6

Special Weapons

One per model.

Weapon	Cost
Flamer (245)	9
Meltagun (247)	8
Plasma Gun (248)	8

Grenades

Any number per model.

Grenade Type	Cost
Blind (276)	2
Plasma (278)	3
Frag (276)	2
Krak (276)	3
Melta Bombs (251)	5
Photon Flash (277)	2

Transport

One per model. If any model in the unit purchases a steed, every model in the unit must purchase one.

Mount Type	Cost
Chaos Steed	4

Models use standard Cavalry (16) rules.

Mount Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Steed	8	4	0	4	4	1	4	1	5

Daemon Gifts

Daemon Gifts are randomly assigned using the numbers provided next to each Gift.

Cannot Be Possessed

- Any Daemonic Attack (43) Warp Cards played on this model have no effect. If this power is rolled for a model lacking psychic powers, roll again.

Weapon Jinx

- The model may use this power whenever an enemy model makes a ranged attack at him. Roll a **D6**; on a 6, the weapon being fired at him is jammed (36).

Fearful Aura

- The model causes Fear (54).

Freeze Time

- The model may add **D6"** to his basic Movement rate.

Sense Presence

- 5 The model may detect any model within **12"**. Enemy models within this range may not hide (29).

Daemon Shot

- 6 The model will always hit a target he can see and within range on a **2+**. No to-hit modifiers (34) apply.

Walk Through Walls

- 7 The model may move through walls or other obstacles less than **1"** thick.

Mirror Image

- 8 The model may disengage at the start of any close combat (38) phase without penalty (39).

Bang-Flash!

- 9 The model can make an attack exactly as if he were throwing a Photon Flash (277) grenade.

Daemonic Protection

- 10 The model is protected by a Daemonic Aura (58, **4+** unmodified save).

CHAOS CULT UNITS

Characters

<25%

Demagogue

38 points (1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Demagogue	4	5	5	4	4	2	5	2	8

Armed with a Lasipistol (260). Must be the army commander. Provides a Strategy Rating (12) of **3**. Comes with one randomly generated Daemon-Gift (77).

Options

May purchase from the Armour (76), Basic (76), Assault (76), Melee (76), Special (77), and Grenades (77) weapons lists. May have up to **2** Wargear Cards (19).

Upgrades

May be a Psyker with a Mastery Level (42) of **3** at a cost of **+90** points; select powers from the Chaos list: Nurgle (45), Slaanesh (46), Tzeentch (46).

Acolyte

9 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Acolyte	4	4	4	3	3	1	4	1	8

Armed with a Lasipistol (260). Acolytes are subject to frenzy (54). May only be present as the leader of a Cult Coven (80); the Acolyte must remain part of the unit and may not operate independently.

Options

May purchase from the Armour (76), Basic (76), Assault (76), Melee (76), Special (77), and Grenades (77) weapons lists.

Beastman Champion

23 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastman Champion	4	5	4	3	4	2	4	1	8

Wears primitive armour (6+ save). Armed with an axe (250). May only be present as the leader of a Beastman pack (80); he must remain part of the unit and may not operate independently.

Options

May purchase from the Armour (76), Basic (76), Assault (76), Melee (76), Special (77), and Grenades (77) weapons lists.

Chaos Magus

Chaos Magus (Level 1) — 32 points

Chaos Magus Champion (Level 2) — 68 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Magus	4	3	3	3	4	1	4	1	7
Magus Champion	4	4	4	4	4	2	4	1	7

Armed with a Lasipistol (260). Are psykers with a Mastery Level (42) as listed; select powers from the Adeptus (44) list and one of the following Chaos lists: Nurgle (45), Slaanesh (46), or Tzeentch (46).

Options

May purchase from the Armour (76), Basic (76), Assault (76), Melee (76), Special (77), and Grenades (77) weapons lists. May have one randomly generated Daemon-Gift (77) for **+10** points. May have up to **1** Wargear Card (19).

Chaos Cult Units

Daemonic Icon Bearer

65 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	4	4	3	3	1	4	1	8
Chaos Steed	8	4	0	4	4	1	4	1	5

Wears Carapace Armour (4+ save). Armed with a sword (252) or axe (250). Cult units within **12"** may re-roll any failed Leadership test (54) once.

Options

May purchase from the Armour (76), Basic (76), Assault (76), Melee (76), Special (77), and Grenades (77) weapons lists. May have one randomly generated Daemon-Gift (77) for +10 points. May carry a Chaos Icon (61).

Cultists

25%+

Chaos Cultist Coven

4 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cultist	4	2	2	3	3	1	3	1	5

The unit has between **5** and **20** models. Each comes with an axe, club, or knife (250).

Options

Any model may purchase Basic (76) or Assault (76) weapons. Up to one model may purchase a Special (77) or Heavy (76) weapon.

Beastman Pack

15 points per model (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastman	4	4	3	3	4	2	3	1	7

A pack has between **5** and **20** models. May not have more Packs than the total number of Cultist Covens in the army. In addition, may not have more models than the total number of Chaos Cultists in the army. Each Beastman wears primitive armour (6+ save) and is armed with an axe (250).

Options

Any model may purchase from the Basic (76) or Assault (76) weapons lists.

Allies

<50%

You may choose Allied support from the Chaos Space Marine (62), Genestealer Cult (103), Imperial Guard (121), and Ork (141) forces. These units ignore the normal composition requirements. Chaos Cults may include summoned (59) daemons (57) as *Allies* (summoned through a Warp Banner (61) or by taking Chaos Space Marines as Allies).

CHAOS DAEMON WORLD UNITS

Daemon Princes

Counts as Characters

A Daemon World army must be led by a single Daemon Prince. Each provides a Strategy Rating (12) of 5.

Doombreed, Prince of Khorne

417 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Doombreed	6	10	9	7	8	8	10	7	12

Wears Chaos Armour (2+ save on 2D6) and a Collar of Khorne (224). Also protected by a Daemonic Aura (58, 4+ unmodified save). Armed with an Axe of Khorne (250) and a Rod of Khorne (252). May fly, equivalent to a jump pack (232). Causes Terror (55). Hates (55) minions of Slaanesh. Bears the Mark of Khorne (60, always frenzied (54), may still parry (39)) and is gifted with the Praise of Khorne (60, re-roll failed armour save). Allows the purchase of Khorne greater (67) and lesser (70) daemons.

N'Kari, Prince of Slaanesh

431 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
N'Kari	6	10	10	7	7	9	8	7	11

Protected by a Daemonic Aura (58, 4+ unmodified save) and the Allure of Slaanesh (60). May fire a Doom Bolt (270) in the psychic phase (42). Causes Terror (55). Hates (55) minions of Khorne. Bears the Mark of Slaanesh (60, immune to psychology (54)). Has a psychic Mastery Level (42) of 4 and all four Slaanesh (46) powers. Equipped with a Rod of Command (236). Any friendly units within 24" may make use his Leadership rating for their Break tests (53). Allows the purchase of Slaanesh greater (67) and lesser daemons (71).

Foulspawn, Prince of Nurgle

335 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Foulspawn	2D6	3	5	7	7	18	3	7	8

Protected by a Daemonic Aura (58, 4+ unmodified save). Armed with his **tongue** (S7, -4 save) which has a range of 12"; any models hit are dragged into base contact unless this Strength is greater than his. Causes Terror (55), but enemy models must take any psychology (54) tests on 3D6. Enemy models may not attack Foulspawn in hand-to-hand combat (38). Bears the Mark of Nurgle (60). Has a psychic Mastery Level (42) of 4 and all four Nurgle (45) powers. All enemy models within 6" suffer a -1 penalty to their Weapon Skill and Ballistic Skill. Any wounds inflicted by Foulspawn may be used by him to heal damage he has suffered. Allows the purchase of Nurgle greater (67) and lesser daemons (70).

Chaos Spawn

Foulspawn moves 2D6" each movement phase — any model that it touches sustains 7 automatic hits. Foulspawn suffers wounds if a **double** is rolled when determining his random movement; the number of wounds equals the number on the doubles (thus, double 5s would result in 5 wounds).

M'Kachan, Prince of Tzeentch

412 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
M'Kachan	8	7	7	7	7	7	10	5	10

Protected by a Daemonic Aura (58, 4+ unmodified save). Causes Terror (55). Has a psychic Mastery Level (42) of 4 and all four Tzeentch (46) powers. Hates (55) minions of Nurgle. Bears the Mark of Tzeentch (60). Gifted with the Destiny of Tzeentch (61, goes first during any psychic phase (42)) and Fortune of Tzeentch (61, may nullify (44) one power per turn on a 3+ roll). May be deployed masquerading as any friendly model (including allies) until he takes an unsaved wound or until you choose to reveal him; he must be treated in all ways as the model type he is disguised as until revealed. Has a Strategy Rating (12) of 6 — roll 2 dice and pick the highest to see who goes first (12). May choose one extra Strategy Card (21) from those left over — opponent player may name one card out loud; if this matches the additional card, it must be discarded unused. Allows the purchase of Tzeentch greater (67) and lesser daemons (71).

Characters

<50%

Greater daemons (67) of the god aligned with the army's daemon prince may also be purchased.

Beastman Champion

23 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastman Champion	4	5	4	3	4	2	4	1	8

Wears primitive armour (6+ save). Armed with a sword (252) or axe (250). May only be present as the leader of a Beastman pack (80); he must remain part of the unit and may not operate independently.

Options

May purchase from the Armour (76), Assault (76), and Melee (77) equipment lists.

Chaos Magus

Chaos Magus Master (Level 3) — 110 points

Chaos Magus Lord (Level 4) — 161 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Magus Lord	4	6	6	4	4	4	6	3	8
Magus Master	4	5	5	4	4	3	5	2	7

Has *no weapons* and *no armour*. May not be present on Khorne worlds. Are psykers with a Mastery Level (42) as listed; select from the Adeptus (44) list and one of the Chaos lists: Nurgle (45), Slaanesh (46), or Tzeentch (46).

Options

May purchase from the Armour (76), Assault (76), Melee (77), and Transport (77) equipment lists. May bear the Mark of Chaos (60) appropriate to this world. If the Mark is taken, any number of psychic powers may come from the appropriate Chaos list.

Chaos Warrior Champions

Mighty Champion — 34 points

Exalted Champion — 62 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exalted Champion	4	6	6	4	4	3	6	3	9
Mighty Champion	4	5	5	4	4	2	5	2	8

Wears Carapace Armour (4+ save). Armed with a sword (252) or axe (250).

Options

May purchase from the Armour (76), Assault (76), Melee (77), and Transport (77) equipment lists. May bear the Mark of Chaos (60) appropriate to this world.

Daemonicon Bearer

65 points + Mark of Chaos (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	4	4	3	3	1	4	1	8

Wears Carapace Armour (4+ save). Armed with a sword (252) or axe (250). Must purchase the appropriate Mark of Chaos (60). All daemonicon units within 12" may re-take any failed Leadership test (54) once.

Options

May purchase from the Armour (76), Assault (76), Melee (77), and Transport (77) equipment lists. May carry a Chaos Icon (61).

Daemons & Warbands

25%+

Lesser daemons (70) of the god aligned with the army's daemon prince may also be purchased.

Beastmen Warband

15 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Beastman	4	4	3	3	4	2	3	1	7

A unit is composed of between **5** and **20** models, all of whom share the above stats. Each wears primitive armour (**6+** save) and comes with an axe or club (250).

Options

Any model may purchase from the Assault (76) equipment list. Any model may purchase a Primitive Shield (235, **6+** save) for +1 point.

Chaos Hound Pack

8 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Hound	6	4	0	4	4	1	4	2	6

A unit is composed of between **5** and **10** models, all of whom share the above stats.

Chaos Warrior Warband

15 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chaos Warrior	4	4	4	3	3	1	4	1	8

A unit is composed of between **5** and **20** models, all of whom share the above stats. Each wears Carapace Armour (**4+** save) and is armed with a sword (252) or axe (250).

Options

Any model may purchase from the Assault (76) and Transport (77) equipment lists. All models in the unit may bear the appropriate Mark of Chaos (60) for half the listed cost per model.

Minotaur Warband

30 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Minotaur	6	4	3	4	4	3	3	2	9

A unit is composed of between **3** and **10** models, all of whom share the above stats. Each comes with an axe (250). Minotaurs suffer from blood-greed (54).

Options

Any model may purchase from the Assault weapons (76) list.

Troll Warband

20 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Troll	6	3	1	5	4	3	1	3	4

A unit has between **3** and **5** models, all with the above stats. Each comes with an axe or club (250). Trolls suffer from stupidity (55) and gain an unmodified **4+** save reflecting their regeneration ability.

Allies

<25%

You may choose Allied support from the Chaos Cult (79), Chaos Space Marine (62), Imperial Guard (121), and Ork (141), ignoring the normal composition requirements. Daemon Worlds may, of course, include daemons (57), those these are purchased from the normal *Characters* and *Squads* sections. Additional daemons may not be summoned via allied lists.

ELDAR

ANTI-GRAV VEHICLES

Eldar are experts at anti-grav technology, using it as the drive system for even their heavy transports and tanks. The following rules apply to the Falcon (95) and Fire Prism (96).

While flying at Fast speed, these vehicles follow all the normal rules for skimmers (31), and may simply fly over terrain and obstacles. When moving at Slow or Combat speed, however, it may not fly over terrain more than 3" high without colliding (32) with it. Anti-Grav tanks may make pop-up attacks (31) as normal.

These vehicles do not have to land to deploy (31) or take on troops, unlike a normal skimmer.

Hand-to-Hand Combat

Enemy models may attack an anti-grav vehicle in hand-to-hand combat (38) only if it is moving at Slow speed. In addition, they only get a single attack against the vehicle, regardless of their Attack characteristic.

Vehicle Crashes

If the vehicle is flying at Slow speed when it crashes, it simply hits the ground. If any models aboard are alive, they may disembark (31) using normal rules. Otherwise, the vehicle will crash into the ground and plough forward **3D6"** before coming to a halt. Any models in the path of the swerving wreck will be hit as if the vehicle had collided (32) with them. Once the wreck comes to a stop, roll a **D6** for each model aboard; on a **4+**, they are slain in the crash; surviving models may disembark using normal rules.

ELDAR EQUIPMENT

Assault Weapons

Models picking from this list may select as many items as they want.

Weapon	Cost
Chainsword (250)	2
Hand Flamer (260)	7
Lasipistol (260)	1
Needle Pistol (261)	10
Power Axe (251)	7
Power Fist (252)	10
Power Sword (252)	6
Shuriken Pistol (261)	3

Special Weapons

Models picking from this list may select only one item.

Weapon	Cost
Flamer (245)	9
Meltagun (247)	8
Lasgun (247)	2
Shuriken Catapult (248)	5

Grenades

Models picking from this list may select as many items as they wish.

Grenade	Cost
Blind (276)	2
Frag (276)	2
Krak (276)	3
Melta Bombs (251)	5
Plasma (278)	3
Photon Flash Flares (277)	2

Armour

Models picking from this list may select only one item.

Armour	Cost
Conversion Field (225, 4+ unmodified save)	14
Displacer Field (226, 3+ unmodified save)	24
Refractor Field (236, 5+ unmodified save)	6

Exarch Wargear

Models picking from this list may select only one of these entries.

Weapon	Cost
Banshee Mask (222)	12
Dark Reaper Rangefinder (226) (+1 to hit)	5
w/Missile Launcher (256), Frag and Super Krak missiles (256)	50
w/Shuriken Cannon (258)	40
Mandiblasters (233)	2
Swooping Hawk Wings (239) & Grenade Pack	20
Warp Spider Jump Generator (242)	20
w/2 Deathspinners (245)	40

Exarch Warrior Powers

Unless otherwise stated, each ability may only be purchased once.

Power	Description	Cost
Battle Fortune	The Exarch may re-roll any failed armour save once.	10
Bounding Leap	May make a 4" leap, ignoring any terrain up to 2" in size. This is in addition to his normal move.	10
Crack Shot	+1 to hit. May fire at Extreme (1½ x Long) Range.	15
Crushing Blow	+1 Strength in close combat (38).	5
Disarm	If the Exarch wins in close combat (38), you may choose to destroy one of the opponent's weapons for each hit scored, instead of inflicting damage.	5
Distract	Double all opponent's fumbles (39).	5
Fast Shot	May fire twice in the shooting phase (33).	25
Fighting Fury	+1 Attacks.	5
Mighty Strike	If the Exarch scores 2 or more hits in close combat (38), all additional hits may be used to increase the Strength of a single blow by +1 each.	5
Resolve	The Exarch is immune to all psychology (54) and automatically passes any Leadership tests (54).	10
Sustained Attack	Distance for follow-up moves (39) is increased to 4".	5
Stealth	Enemy is at -1 to hit at Short Range, -2 at Long Range.	10
Tough	+1 Toughness.	10
Turn Aside Blow	Grants one additional parry (39).	5
War Shout	The Exarch causes Fear (54).	5

ELDAR UNITS

Characters

<50%

Avatar

300 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Avatar	6	10	10	8	8	7	10	5	10

Armoured Body (2+ save, max 4+) Wields the Wailing Doom (249). Causes Terror (55). Immune to heat-based weapons (e.g., Flamers (245), Meltaguns (247), and Plasma Guns (248)). Immune (232) to biochemical weapons, including Needle weapons and Hellfire ammo. Immune to Psychology (54). Friendly Eldar within 12" may use his Leadership value for Break tests (53). Provides a Strategy Rating (12) of 4. Must be the army commander if present. Does not count as a living Eldar; is treated as a daemon (57) for the purposes of anything which has a special effect versus daemons.

Farseer

170 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Farseer	5	7	7	4	5	4	9	3	10

Wears Rune Armour (4+ unmodified field save), wields a Laspistol (260). Provides a Strategy Rating (12) of 4. Farseers have a Psychic Mastery Level (42) of 4 and may select powers from the Eldar (47) list.

Options

May purchase from the Armour (85), Assault (85), Special (85), and Grenades (85) lists. May carry up to 3 Wargear Cards (19).

Exarch

50 points (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exarch	5	6	6	4	4	2	8	2	10

Wears Exarch Armour (3+ save), wields a Laspistol (260). Up to one Exarch may be present for each Aspect Warrior squad; the Exarch type is not required to match the Aspect Warrior squad type.

Options

May purchase from the Exarch Wargear (86), Assault (85), Special (85), and Grenades (85) lists. May carry up to 2 Wargear Cards (19). May also take up to 2 Exarch Powers (86).

Warlock

Warlock — 51 points

Warlock Champion — 97 points

Warlock Master — 152 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warlock	5	4	4	3	4	1	7	1	9
Champion	5	5	5	4	4	2	6	2	9
Master	5	6	6	4	5	3	8	2	9

Wears Rune Armour (4+ unmodified field save), wields a Laspistol (260). Psykers with a Mastery Level (42) of 1-3 and may select powers from the Eldar (47) list, except those marked "Farseers Only".

Options

May purchase from the Armour (85), Assault (85), Special (85), and Grenades (85) lists, and may carry up to 2 Wargear Cards (19).

Exodite Dragon Lord

Champion — 38 points

Hero — 64 points

Mighty Hero — 64 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	5	4	4	3	3	1	4	1	9
Hero	5	5	5	4	4	2	6	2	9
Mighty Hero	5	6	6	4	4	3	7	3	10
Mount Type	M	WS	BS	S	T	W	I	A	Ld
Dragon	8	3	0	4	4	1	1	2	3

Wears Mesh Armour (5+ save), and wield Laser Lances (246). Exodite Lords ride atop a Dragon, which makes the unit cavalry (16); Dragons cause Fear (54) and grant +3 to their riders' armour saves instead of the standard +1. A Champion can only be present as the Leader of an Exodite Dragon Knight squad (90); he is part of the unit, counts towards its total number of allowed members, and cannot operate independently. The other Lord subtypes can fight as individuals or join other Eldar squads.

Options

May purchase Grenades (85), Assault (85), and Special (85) weapons. May have 1 Wargear Card (19).

Pirate Captain

Champion — 13 points

Hero — 33 points

Mighty Hero — 64 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	5	4	4	3	3	1	5	1	9
Hero	5	5	5	4	4	2	6	2	9
Mighty Hero	5	6	6	4	4	3	7	3	10

Wears Mesh Armour (5+ save), wields a Laspistol (260). May only be present as the Leader of a Pirate squad (90); he remains part of the unit and may not operate independently.

Options

May choose from Armour (85), Assault (85), Special (85), and Grenades (85) lists. May purchase between 2 to 4 Wargear Cards (19), depending upon his level. May be mounted on a Vyper Jetbike (93) for +45 points, if his squad is mounted on Jetbikes.

Squads

25%+

Eldar Scout Squad

23 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scout	5	3	3	3	3	1	4	1	8

The unit may include between 5 and 10 Eldar, all of whom share the above stats. Each wears Mesh Armour (5+ save) and a Cameleoline Cloak (224) (enemy -1 to hit). All are armed with Needle Sniper Rifles (247). Eldar Scouts may infiltrate (18) and fight in dispersed formation (18).

Options

Any model may purchase from the Assault (85) weapons list. The entire squad may carry Frag (276) grenades for +2 points per model and/or Krak (276) grenades for +3 points per model. The entire squad may ride Jetbikes (92) for +20 points per model. Up to 1 in 3 of these models may upgrade their Jetbike's twin-linked (36) Shuriken Catapults (248) for a Shuriken Shrieker Cannon (258) for an additional +5 points.

Guardian Squad

11 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

The unit may include between 5 and 10 Eldar, including a Leader, all of whom share the above stats. Each wears Mesh Armour (5+ save) and comes with either a Lasgun (247) or 2 Laspistols (260).

Eldar Units

Options

Any model may purchase from the Assault (85) weapons list. The entire squad may swap its Lasguns for Shuriken Catapults (248) for +3 points per model. Up to 2 models may purchase Special (85) weapons. The entire squad may carry Frag (276) grenades for +2 points per model, and/or carry Krak (276) grenades at a cost of +3 points per model. The entire squad may ride Jetbikes (92) at a cost of +20 points per model. Up to 1 in 3 of these models may replace the bike's Shuriken Catapults with a Shuriken Shrieker Cannon (258) for +5 points per model.

Dark Reaper Aspect Warrior Squad

67 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dark Reaper	4	4	4	3	3	1	4	1	9

The unit may include between 3 and 7 Eldar, all of whom share the above stats. Each wears Aspect Armour (3+ save). Each carries a Missile Launcher (256) with Frag and Super Krak missiles (256) and a Dark Reaper Rangefinder (226).

Options

The entire squad may carry Melta (276) missiles at a cost of +5 points per model, Anti-plant (276) missiles for +5 points per model, and/or Plasma (278) missiles for +5 points per model.

Dire Avenger Aspect Warrior Squad

22 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dire Avenger	5	4	4	3	3	1	6	1	9

The unit may include between 3 and 7 Eldar, all of whom share the above stats. Each wears Aspect Armour (4+ save). Each is armed with a Shuriken Catapult (248) and a Laspistol (260).

Fire Dragon Aspect Warrior Squad

28 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fire Dragon	5	4	4	3	3	1	4	1	9

The unit may include between 3 and 7 Eldar, all of whom share the above stats. Each wears Aspect Armour (3+ save). Each is armed with a Meltagun (247) and a Laspistol (260).

Howling Banshee Aspect Warrior Squad

27 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Howling Banshee	6	4	4	3	3	1	6	1	9

The unit may include between 3 and 7 Eldar, all of whom share the above stats. Each wears Aspect Armour (4+ save). Each is armed with Power Sword (252) and a Laspistol (260). All wear Banshee Masks (222).

Shining Spear Aspect Warrior Squad

50 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shining Spear	4	4	4	3	3	1	5	1	9

The unit may include between 2 and 5 Eldar, all of whom share the above stats. Each wears Aspect Armour (3+ save). Each is armed with a Laser Lance (246) and a Laspistol (260). All come mounted on Jetbikes (92) armed with twin-linked (36) Shuriken Catapults (248).

Striking Scorpion Aspect Warrior Squad

26 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Striking Scorpion	5	4	4	3	3	1	6	1	9

The unit may include between 3 and 7 Eldar, all of whom share the above stats. Each wears Aspect Armour (3+ save). Each has a Shuriken Pistol (261), a Chainsword (250), and a Mandiblasters (233).

Swooping Hawk Aspect Warrior Squad

28 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Swooping Hawk	5	4	4	3	3	1	6	1	9

The unit may include between **3** and **7** Eldar, all of whom share the above stats. Each wears Aspect Armour (5+ save). Each is armed with a Lasgun (247) and a Laspistol (260). All come with Swooping Hawk Wings (239), plus Grenade Pack with Frag and Krak grenades (276).

Warp Spider Aspect Warrior Squad

41 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warp Spider	4	4	4	3	3	1	4	1	9

The unit may include between **3** and **7** Eldar, all of whom share the above stats. Each wears Aspect Armour (3+ save). Each is armed with a Deathspinner (245). All use Warp Jump Generators (242).

Exodite Dragon Knight Squad

36 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Exodite	5	3	3	3	3	1	4	1	8
Mount Type	M	WS	BS	S	T	W	I	A	Ld
Dragon	8	3	0	4	4	1	1	2	3

The unit may include between **2** and **5** Eldar, all of whom share the above stats. Each wears Mesh Armour (5+ save), and wields a Laser Lance (246). Knights ride atop a Dragon, which makes the unit cavalry (16); Dragons cause Fear (54) and grant +3 to their riders' armour saves instead of the standard +1.

Options

Any model may purchase from the Assault (85) weapons list. Any model may carry a Lasgun (247) for +2 points, or a Shuriken Catapult (248) for +6 points. May be led by an Exodite Lord (88).

Pirate Squad

9 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pirate	5	3	3	3	3	1	4	1	8

The unit may include between **4** and **9** Pirates, all of whom share the above stats, plus a Pirate Captain (88), purchased separately. Each wears Mesh Armour (5+ save).

Options

Any model may purchase from the Assault (85) weapons list. Any model may carry a Lasgun (247) for +2 points or a Shuriken Catapult (248) for +5 points. The entire squad may be mounted on Jetbikes (92) for +20 points per model. Up to **1** in **3** of these models may replace the bike's Shuriken Catapults with a Shuriken Shrieker Cannon (258) for +5 points per model.

Wraithguard Squad

35 points per model

Troop Type	M	WS	BS	S	AV	W	I	A	Ld
Wraithguard	4	5	5	5	10	2	4	1	9

The unit may include between **5** and **10** Wraithguard, all of whom share the above stats. Wraithguard have an Armour Value (37) of **10**. Wraithguard wield Wraithcannons (249).

If there is a Farseer or Warlock within 12", a Wraithguard may add +1 to its shooting to-hit rolls. If there are no living Eldar present on the battlefield (Dreadnoughts or the Avatar do not count as alive), all Wraithguard models must retreat immediately to their table edge and may take no other action; if engaged in hand-to-hand (38) combat they will fight but not strike back.

Instead of normal armour saves, Wraithguard have an Armour Value (37) like vehicles. Roll on the following chart whenever their armour is penetrated:

Roll	Effect
1-2	The Wraithguard is knocked to the ground and cannot move next turn.
3-4	The Wraithguard suffers one wound.
5-6	The Wraithguard is destroyed. Any living or Eldar models within 2" have a 1 in 6 chance of being sucked into the warp and destroyed as well. Vehicles and support weapons are unaffected by this phenomenon.

Support

<50%

Allies

Allied support may come from any Space Marine (167) Chapter [Blood Angels (184), Dark Angels (184), Legion of the Damned (191), Space Wolves (197), Ultramarines (203)], the Sisters of Battle (153)] and the Imperial Guard (121), as well as the Squats (205) army list. Such forces may ignore composition requirements, including command hierarchies.

Eldar Vehicle Crews

Included in cost of vehicle or support platform

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardian	5	3	3	3	3	1	4	1	8

Eldar vehicles have Guardian crews (18), with Mesh Armour (5+ save) and a Laspistol (260).

Anti-Gravity Weapon Platforms

An Eldar army may have no more weapon platforms than it does Guardian squads.

A platform has a movement rate of 4" and must be controlled by a crewman within 4". It may not move through difficult terrain (28) or over obstacles (28).

At short range, enemies may select (33) either the Platform or its crew as their target; at Long Range, randomize enemy shots between the crew and the Platform. The Platform has an Armour Value of 10; if the armour is penetrated (37), the platform is destroyed. A platform includes a crew (18) of 2 Guardians; if one is killed, the platform still operates as normal. Platform Guardian crews may also choose from the Assault (85) or Special (85) weapon lists.

Weapons mounted on an antigravity platform can both move and fire in the same turn, except the Distortion Cannon, which is Move-or-Fire. All weapons may fire in any direction and include a Targeter (240, +1 to hit), though this has no effect on the Vibrocannon. Select weapon:

Weapon	Cost
Distortion Cannon (262)	55
Lascannon (255)	59
Missile Launcher (256) w/Frag and Super Krak missiles (256)	59
Heavy Plasma Gun (255)	55
Vibrocannon (259)	59
Scatter Laser (265)	59

Eldar Units

Eldar Jetbike

20 points + cost of driver

Skimmer (31). Carries **1** driver, purchased separately. Mounts twin-linked (36) Shuriken Catapults (248) with a Targeter (240, +1 to hit) and a 90° forward firing arc.

Options

You may replace the catapults with a single Shuriken Shrieker Cannon (258) for +5 points.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
5	D4	-2	10"	18"	35"
Armour					
D6	Location	Front	Side/Rear		
1-2	Eldar Rider	-	-		
3-6	Bike	12	10		
D6	Bike Damage Table				
1	Weapons are destroyed.				
2	Maximum speed is Slow for the rest of the game.				
3	Controls are damaged; roll D6 at the start of each of your subsequent movement phases (28); on a 4+ , you may move and fire with the bike as normal; otherwise, the bike moves out of control (31) for that turn.				
4	Engine cuts out and the bike crashes to the ground D6" away in a random direction. Any model under the bike when it lands takes D3 S6 hits with a -2 save modifier. The rider is able to leap from the bike before it crashes, but will suffer normal damage for dismounting a fast-moving vehicle (31) as normal.				
5	Engine blows up, killing the rider. The wreck crashes to the ground 2D6" away in a random direction; any model under the bike when it lands takes D3 S6 hits at a -2 save.				
6	Fuel explodes, killing the rider. The flaming wreck hurtles out of control next turn, then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Eldar Rider Damage Table					
	Roll to see if the rider is slain as normal. If the driver is slain, then the bike will move out of control for the remainder of the game or until it crashes or is destroyed.				

Eldar Vyper Jetbike

45 points

Skimmer (31). Has a crew (18) of **1** driver and **1** gunner.

Weapons

The driver controls twin-linked (36) Shuriken Catapults (248), which have a 90° forward arc and a Targeter (240, +1 to hit).

Options

You may replace the Shuriken Catapults with a single Shuriken Shrieker Cannon (258) for +5 points.

You may add one of the following weapons (which comes with a Targeter (240, +1 to hit) and has a 180° arc of fire to the front): Shuriken Shrieker Cannon (258) +20 points, Heavy Plasma Gun (255) +30 points, Lascannon +35 (255) points, Scatter Laser (265) +35 points.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	10"	18"	35"
Armour					
D6	Location	Front	Side/Rear		
1-3	Crew	-	-		
4-6	Vyper	12	10		
D6	Vyper Damage Table				
1	Weapons are destroyed.				
2	Maximum speed is Slow for the rest of the game.				
3	Controls are damaged; roll D6 at the start of each of your subsequent movement phases (28); on a 4+ , you may move and fire with the Jetbike as normal; otherwise, the bike moves out of control (31) for that turn.				
4	Engine cuts out and the bike crashes to the ground D6" away in a random direction. Any model under the bike when it lands takes D3 S6 hits with a -2 save modifier. The crew are able to leap from the bike before it crashes, but will suffer normal damage for dismounting a fast-moving vehicle (31) as normal.				
5	Engine blows up, killing the crew. The wreck crashes to the ground 2D6" away in a random direction; any model under the bike when it lands takes D3 S6 hits at a -2 save.				
6	Fuel explodes, killing the crew. The flaming wreck hurtles out of control next turn, then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Eldar Rider Damage Table (randomize between crew)					
	Roll to see if the crewman is slain as normal. If the driver is slain, the bike moves out of control for the remainder of the game or until it crashes or is destroyed. For the gunner to take over, he must roll a 4+ on D6 — if he fails this test, he falls off the Vyper.				

Eldar Dreadnought

160 points

Walker (31). Ranged weapons all come with a Targeter (240, +1 to hit) and have a 90° forward arc.

Weapons

Each arm mounts a Power Fist (252) and either a Shuriken Catapult (248) or a Flamer (245).

Options

You may add one of the following weapons (which has a 180° arc of fire to the front). As an option, you may remove an arm to accommodate the weapon; if so, the cost for each weapon drops by **15** points.

- Distortion Cannon (262) +**40** points
- Heavy Plasma Gun (255) +**45** points
- Lascannon +**45** (255) points
- Missile Launcher (256) w/ Frag & Super Krak missiles (256) +**45** points
- Scatter Laser (265) +**45** points

Similar to Wraithguard, Eldar Dreadnoughts are controlled by the Spirit Stone of an Eldar and so have trouble focussing on the world of the living. If there are no living Eldar present on the Battlefield, all Eldar Dreadnoughts will immediately retreat to their table edge. They will not shoot or strike blows in hand-to-hand combat. They do not count as living Eldar.

Ram									
Str	Dmg	Save Mod	M	WS	BS	S	I	A	Ld
6	D8	-3	8	6	6	5	6	3	8
Armour									
D6	Location	Front	Side/Rear						
1-2	Legs	18	18						
3	Left Arm	18	18						
4	Right Arm	18	18						
5-6	Head	22	18						
D6	Legs Damage Table								
1	May not move next turn.								
2	Staggers D3" in a random direction next turn.								
3-4	May only limp D3" per turn.								
5-6	Leg is blown off and Dreadnought crashes to the ground (effectively destroyed).								
D6	Arm Damage Table								
1	Ranged weapons in the arm may still be used, but the arm is useless in close combat (38); permanently reduce the Dreadnought's Attacks by 1.								
2	Any weapons mounted in the arm are jammed, and will only work if you first roll a 4+ on D6.								
3-5	Arm is torn from the body; all weapons in it are destroyed. Permanently subtract 1 from the Dreadnought's Attacks.								
6	Arm is destroyed as in "3-5" above, but a secondary explosion forces a roll on the Head Damage Table.								
D6	Head Damage Table								
1	Controls are damaged; may only move or attack if you first roll a 4+ on D6.								
2	All of the Dreadnought's characteristics are halved for the rest of the game.								
3	Engine starts to overheat; roll a D6 at the beginning of each player's turn; the machine explodes on a 1 or 2. Any models within 3" of the explosion suffer D6 S10 hits with a -3 save modifier.								
4-5	Spirit Stone destroyed. Dreadnought staggers D3" in a random direction, and collapses to the ground. The sudden release of psychic energy inflicts D3 Wounds (no save allowed) on any Eldar psyker within D6" of the dreadnought as it collapses.								
6	Ammunition explodes. The Dreadnought is destroyed; any models within 3" suffer D6 S10 hits with a -3 save modifier.								

Falcon Grav Tank

198 points

Skimmer (31) with special rules (84). Carries a crew (18) of **1** pilot and **1** gunner. May transport up to **6** of any Eldar except Wraithguard or an Avatar, or a single Eldar support platform (91) and its crew. All vehicle weapons are equipped with Targeters (240, +1 to hit).

Weapons

Carries a Pulse Laser (256) with a 360° arc of fire and a twin-linked (36) Shuriken Catapult (248) with a 90° arc of fire to the front.

Options

The Shuriken Catapult may be replaced with a Shuriken Cannon (258) for +5 points. Must mount one of the following in the turret: Heavy Plasma Gun (255) +30 points, Missile Launcher (256) w/Frag and Super Krak missiles (256) +30 points, Scatter Laser (265) +35 points, Shuriken Cannon (258) +15 points. This weapon and the Pulse Laser (256) may be fired either at the same target or two targets within **12"** of each other.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	8"	20"	30"
Armour					
D6	Location	Front	Side/Rear		
1	Grav Motor	18	18		
2-4	Hull	18	18		
5-6	Turret	18	18		
D6	Grav Motor Damage Table				
1-4	The vehicle may only move at Slow speed for the rest of the game.				
5-6	The vehicle crashes (84).				
D6	Hull Damage Table				
1	Pilot is slain. If the gunner is still alive, he may take control of the vehicle.				
2-3	An explosion tears through the troop compartment. Roll a D6 for each model being transported; on a 4+ , they are killed.				
4	Engine explodes; everyone onboard is killed. The vehicle is spun around to a random direction and then crashes (84).				
5	The vehicle bursts into flames, killing everyone aboard. The wreck crashes (84) and then explodes; anything within 3" of the point where it lands suffers a hit as from a Heavy Flamer (255).				
6	Ammunition explodes; all models aboard are slain. Any models within 3" suffer D6 S10 hits with a -3 save modifier.				
D6	Turret Damage Table				
1	The weapons in the turret are damaged, and works only if you first roll a 4+ on D6 .				
2	The Pulse Laser is destroyed.				
3	The turret gunner is slain; turret weapons may no longer be fired.				
4-6	Ammunition explodes; the vehicle crashes (84) and everyone onboard is killed. The turret blows off, flying 2D6" in a random direction before hitting the ground, inflicting D6 S9 hits with a -6 save modifier to any models it strikes when it hits.				

Fire Prism Grav Tank

215 points

Skimmer (31) with special rules (84). Carries a crew (18) of **1** pilot and **1** gunner. Vehicle weapons are equipped with a Targeter (240, +1 to hit).

Weapons

Carries a Prism Cannon (264) with a Crystal Targeting Matrix (282) in the turret with a 360° arc of fire. Also carries a twin-linked (36) Shuriken Catapult (248) with a 90° arc of fire to the front.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	8"	20"	30"
Armour					
D6	Location	Front	Side/Rear		
1	Grav Motor	18	18		
2-4	Hull	18	18		
5-6	Turret	18	18		
D6 Grav Motor Damage Table					
1-4	The vehicle may only move at Slow speed for the rest of the game.				
5-6	The vehicle crashes (84).				
D6 Hull Damage Table					
1	Pilot is slain. If the gunner is still alive, he may take control of the vehicle.				
2-3	An explosion damages the tank's power cells. Roll a D6 at the start of each of the vehicle's movement phases; on a 4+ , the vehicle moves as normal; otherwise, the vehicle suffers a power fluctuation and moves out of control (31) for that turn.				
4	Engine explodes, killing everyone on board. The vehicle is spun around to a random direction and then crashes (84).				
5	The vehicle bursts into flames, killing everyone onboard. The wreck crashes (84) and explodes; anything within 3" suffers a hit as if from a Heavy Flamer (255).				
6	Ammunition explodes; everyone on board is killed. Any models within 3" suffer D6 S10 hits with a -3 save modifier.				
D6 Turret Damage Table					
1	The Prism Cannon is damaged, and only works if you first roll a 4+ on D6 each turn.				
2	The Prism Cannon is destroyed.				
3	The turret gunner is slain; the Prism Cannon may no longer be fired.				
4-6	Ammunition explodes; the vehicle crashes (84) and everyone on board is killed. The turret blows off, flying 2D6" in a random direction before hitting the ground, inflicting D6 S9 hits with a -6 save modifier to any models it strikes when it hits.				

War Walker

80 points

Walker (31). Includes a crew (18) of **1** Guardian. All weapons fire in the 90° forward arc and include a Targeter (240, +1 to hit).

Weapons

Select up to two of the following: Heavy Plasma Gun (255) +**30** points, Lascannon (255) +**35** points, Missile Launcher (256) w/Frag and Super Krak missiles (256) +**35** points, Scatter Laser (265) +**35** points.

Ram									
Str	Dmg	Save Mod	M	WS	BS	S	I	A	Ld
6	D6	-4	8	3	3	5	4	2	8
Armour									
D6	Location		Front	Side/Rear					
1-2	Legs		18	18					
3-4	Weapon		18	18					
5-6	Eldar/Engine		Eldar	Engine — 18					
D6	Legs Damage Table								
1	May not move next turn.								
2	Staggers D3” in a random direction next turn.								
3-4	May only limp D3” per turn.								
5-6	Leg is blown off and Dreadnought crashes to the ground (effectively destroyed).								
D6	Weapon Damage Table (hit one closest to attacker or randomize if tie)								
1	Weapon is jammed and only works if you first roll a 4+ on D6 .								
2-5	Weapon is torn from the Walker’s body and is destroyed.								
6	Weapon explodes; roll on the Engine damage table to find out what happens.								
D6	Engine Damage Table								
1	Controls are damaged; may only move or attack if you first roll a 4+ on D6 .								
2-3	Roll a D6 at the beginning of each turn; the machine explodes on a 1 or 2 . Any models within 3” of the explosion suffer D6 S10 hits with a –3 save modifier.								
4-6	Engine explodes, slaying the driver and causing D3 S8 hits with a –3 save modifier to all models within 3” .								
Eldar Damage Table									
	Roll to see if the Eldar is slain as normal — he is also protected by a Power Field (235) which confers a 2+ unmodified save against shooting. If he is slain, the Walker moves out of control (31) next turn and then collapses to the ground.								

Special Characters

Counts as Characters

Asurmen, Phoenix Lord**155 points; 165 points including special wargear**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Asurmen	6	7	7	5	5	3	10	4	10

Wears Exarch Armour (3+ save). Armed with a Shuriken Catapult (248) and two Shuriken Pistols (261). Immune to psychology (54). Has the following Exarch Powers (86): Fast Shot (fire twice), Battle Fortune (re-roll armour save) and Fighting Fury (+1 A, total of 4).

Options

May have up to 2 Wargear Cards (19), one of which must be the Sword of Asur (240).

Baharroth, the Cry of the Wind**161 points; 186 points including special wargear**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Baharroth	6	7	7	5	5	3	10	3	10

Wears Exarch Armour (3+ save). Armed with a Power Sword (252) and a Shuriken Pistol (261). Comes with Swooping Hawk Wings (239) and grenade pack. Immune to psychology (54). Has the following three Exarch Powers (86): Stealth (enemy -1 to hit at short range, -2 at long range), Disarm (destroy weapons rather than causing wounds), and Battle Fortune (re-roll armour save).

Options

May carry up to 2 Wargear Cards (19), one of which must always be the Lasblaster (233).

Fuegan, the Burning Lance**141 points; 176 points including special wargear**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Fuegan	6	7	7	5	5	3	8	3	10

Wears Exarch Armour (3+ save). Immune to psychology (54). Has the following Exarch Powers (86): Mighty Strike (extra hits give +1 Strength), Turn Aside Blow (extra parry), and Fast Shot (fire twice).

Options

May carry up to 2 Wargear Cards (19), which must always be the Fire Pike (228) and Fire Axe (228).

Maugan Ra, Harvester of Souls**134 points; 179 points including special wargear**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Maugan Ra	6	7	7	5	6	3	8	3	10

Wears Exarch Armour (3+ save). Armed with a Shuriken Pistol (261). Immune to psychology (54). Has the following three Exarch Powers (86): Tough (+1 T, total of 6), Turn Aside Blow (extra parry), and Crack Shot (+1 to hit, Extended Range).

Options

May take up to 2 Wargear Cards (19), one of which must be the Maugetar (234).

Jain Zar, the Storm of Silence**132 points; 187 points including special wargear**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Jain Zar	7	7	7	5	5	3	10	3	10

Wears Exarch Armour (3+ save). Immune to psychology (54). Has the following Exarch Powers (86): Distract (foe doubles fumbles), Bounding Leap (extra 4" leap), and Battle Fortune (re-roll armour save).

Options

May carry 3 Wargear Cards (19); these must always be the Silent Death (238), the Blade of Destruction (223), and the Mask of Jain Zar (233).

Karandras, the Shadow Hunter

132 points; 150 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Karandras	6	7	7	5	6	3	10	3	10

Wears Exarch Armour (**3+** save). Armed with a Power Fist (252), Chainsword (250) and Shuriken Pistol (261). Immune to psychology (54). Has the following Exarch Powers (86): Tough (+**1 T**, total of **6**), Sustained Attack (**4"** follow-up), and Stealth (enemy **-1** to hit at short range, **-2** at long range).

Options

May carry up to **2** Wargear Cards (19), one of which is always the Scorpion's Bite (237).

Eldrad Ulthran

202 points; 220 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Eldrad	4	6	6	4	6	4	5	3	10

Wears Rune Armour (**4+** unmod field save). Wields a Laspistol (260). Provides a Strategy Rating (12) of **4**. Psyker of Mastery Level (42) of **4**; counts as a Farseer. May draw one extra Strategy Card (21).

Options

May carry up to **3** Wargear Cards (19); one of these must be the Staff of Ulthamar (239).

HARLEQUINS

<50% or 100%

Harlequins are a unique sect within Eldar society. An Eldar army may either select Harlequins as part of a larger Eldar force, in which case it is limited to being comprised of **<50%** Harlequins (of any kind), or it may be entirely composed of Harlequin units. In this case the, the army commander must be a Great Harlequin (101), but the army has no other army composition requirements.

All Harlequins wear a HoloSuit (231, enemy **-1** to hit) which also causes Fear (54). In addition, all Harlequin units may fight in dispersed formation (18).

Flip Out of Combat

All Harlequin models may leave hand-to-hand combat (38) at the beginning of their turn, without penalty (39). The controlling player simply states he is exercising that option and may move the Harlequin model up to his maximum normal move. This may not be used to bring the Harlequin into close combat with another model.

Characters

Great Harlequin

93 points (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Great Harlequin	6	7	7	4	4	3	9	3	10

You may have as many Great Harlequins as you have Harlequin squads. Wears a HoloSuit (231, enemy **-1** to hit). Causes Fear (54). May flip (101) out of combat. Provides a Strategy Rating (12) of **4**. Up to one Great Harlequin may be present for each Harlequin Squad present.

Options

May purchase from the Armour (85), Grenades (85), Assault (85), and Special (85) weapons lists. May purchase a Harlequin's Kiss (230) for **+10** points. May carry up to **3** Wargear Cards (19).

Death Jester

125 points (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Jester	6	6	6	4	4	2	9	2	10

You may have as many Death Jesters as you have Harlequin squads. Wears a HoloSuit (231, enemy **-1** to hit). Armed with a Shuriken Shrieker Cannon (258). May flip (101) out of combat. Causes Fear (54). Up to one Jester may be present for each Harlequin Squad.

Options

May purchase from the Armour (85), Grenades (85), and Assault (85) weapons lists. May purchase a Harlequin's Kiss (230) for **+10** points. May carry up to **3** Wargear Cards (19).

Solitaire

93 points (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Solitaire	6	8	8	4	4	3	9	3	10

You may have as many Solitaires as you have Harlequin squads. Wears a HoloSuit (231, enemy **-1** to hit). Causes Fear (54). May flip (101) out of combat. Immune to psychology (54). Up to one Solitaire may be present for each Harlequin Squad present. Solitaires always fight alone; they may never join or lead Eldar squads or Harlequin Troupes.

Options

May purchase from the Armour (85), Grenades (85), Assault (85), and Special (85) weapons lists. May purchase a Harlequin's Kiss (230) for **+10** points. May carry up to **3** Wargear Cards (19).

Shadow Seer

193 points (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shadow Seer	6	7	7	4	5	4	9	3	10

You may have as many Shadow Seers as you have Harlequin squads. Wears a HoloSuit (231, enemy **-1** to hit). Causes Fear (54). May flip (101) out of combat. Shadow Seers have a Psychic Mastery Level (42) of **4** and may select powers from the Eldar (47) list, including those marked “*Farseer Only*”. Up to one Shadow Seer may be present for each Harlequin Squad present.

Options

May purchase from the Armour (85), Grenades (85), Assault (85), and Special (85) weapons lists. May have a Pack Grenade Launcher (248) with Frag and Krak grenades (276) for **+10** points; additional Grenades (85) are purchased separately. May purchase a Harlequin’s Kiss (230) for **+10** points. May carry up to **3** Wargear Cards (19).

Squads

Harlequin Squads

25 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Harlequin	5	3	3	3	3	1	4	1	8

The unit must include at least **10** Harlequins, one of which will be the leader; all share the above stats. Each model wears a HoloSuit (231, enemy **-1** to hit). All Harlequins cause Fear (54) and may flip (101) out of combat. Harlequin squads may fight in dispersed formation (18).

Options

Any model may purchase from the Assault (85) weapons list. Any model may purchase a Harlequin’s Kiss (230) for **+10** points. The entire squad may be identically equipped with Grenades (85) at the listed cost per model. The leader may purchase a Special (85) weapon. The leader may have a Pack Grenade Launcher (248) with Frag and Krak grenades (276) for **+10** points. The entire unit may come with Refractor Fields (236, **5+** unmod save) for an additional **6** points per model.

Upgrades

The entire unit may be mounted on Jetbikes (92) for **+20** points per model. Up to **1** in **3** of these models may replace the bike’s Shuriken Catapults with a Shuriken Shrieker Cannon (258) for **+5** points per model. In this case, the squad must contain at least **5** models.

GENESTEALER CULTS

GENESTEALER CULT EQUIPMENT

Assault Weapons

Models picking from this list may select as many items as you wish.

Weapon	Cost
Axe (250)	1
Sword (252)	1
PoleArm (251)	1
Chainsword (250)	2
Autopistol (260)	1
Bolt Pistol (260)	2
Power Axe (251)	7
Power Fist (252)	10
Power Maul (252)	6
Power Sword (252)	6
Hand Flamer (260)	6
Laspistol (260)	1
Plasma Pistol (261)	4
Stub Gun (261)	1
Autopistol (260)	1

Basic Weapons

One per model.

Weapon	Cost
Autogun (244)	1
Boltgun (244)	3
Bow (244)	½
Crossbow (244)	1
Lasgun (247)	2
Shotgun (248)	2

Heavy Weapons

One per model.

Weapon	Cost
Auto-cannon (253)	25
Heavy Bolter (254)	15
Lascannon (255)	45
Missile Launcher (256) w/Frag and Super Krak missiles (256)	45
Multimelta (256)	65
Heavy Stub Gun (261)	10
Heavy Plasma Gun (255)	40

Special Weapons

One per model.

Weapon	Cost
Flamer (245)	9
Meltagun (247)	8
Plasma Gun (248)	8

Armour

Models picking from this list may select only one item.

Armour	Cost
Flak Armour (117, 6+ save)	1
Mesh Armour (5+ save)	3
Carapace Armour (4+ save)	7

Grenades

Models picking from this list may select as many items as you wish.

Grenade	Cost
Frag (276) grenades	2
Krak (276) grenades	3
Melta-bombs (251)	5

GENESTEALER CULT UNITS

Individuals

<50%

Genestealer Patriarch

72 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Patriarch	5	7	0	6	5	4	6	4	10

Chitinous armour (5+ save). Armed with claws (S6 equals -3 save modifier). Provides a Strategy Rating (12) of 1. Acts as a Psyker with an effective Mastery Level (42) of 4; powers are purchased below. Causes Fear (54). If he is the army commander, all Cult units within 12" may use his Leadership rating for any Break tests (53). Patriarchs have all the same weapon immunities (212) as other Tyranids.

Options

May purchase up to 4 Tyranid psychic powers (51).

Cult Magus

107 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Magus	4	3	3	4	3	1	5	1	8

Wears Flak Armour (117, 6+ save). Armed with a Laspistol (260). Provides a Strategy Rating (12) of 1. Is a Psyker with a Mastery Level (42) of 4; select one power from the Tyranid (51) list and all others from the Adeptus (44) list. If he is the army commander, all Cult units within 12" may use his Leadership rating for Break tests (53).

Options

May purchase from the Armour (104), Grenades (104), Basic (103), Assault (103) and Special (104) weapons lists. May have up to 3 Wargear Cards (19).

Cult Icon Bearer

45 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Neophyte	4	3	3	4	3	1	5	1	8

Wears Flak Armour (117, 6+ save). Armed with a Laspistol (260). All Cult units within 12" may re-roll any failed Break tests (53) once.

Options

May purchase from the Armour (104), Grenades (104), Basic (103), Assault (103) and Special (104) weapons lists. May have up to 3 Wargear Cards (19).

Genestealer Hybrids

Neophyte — 10 points

Acolyte — 9 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Neophyte	4	4	2	4	3	1	5	1	8
Acolyte	4	3	3	4	3	1	5	1	8

Wears Flak Armour (117, 6+ save). Armed with a Laspistol (260). All Cult units within 12" may re-roll any failed Break tests (53) once.

Options

May purchase from the Armour (104), Grenades (104), Basic (103), Assault (103), Special (104) and Heavy (103) weapons lists.

Upgrade

An Acolyte may be a Psyker with a Mastery Level (42) of 1-2 for an additional 25 points per level; select powers from the Adeptus (44) list.

Broods

25%+

Genestealer Broods

28 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Genestealer	6	7	0	6	4	1	7	4	10

A brood has between **6** and **12** models, all with the above stats. Each has Chitinous armour (**5+** save). Armed with claws (**S6** is a **-3** save mod). Immune to psychology (54). Genestealers cause Fear (54). Genestealers have all the same weapon immunities (212) as other Tyranids.

Genestealer Hybrid Broods

Neophyte — 9 points per model

Acolyte — 8 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Neophyte	4	4	2	4	3	1	5	1	8
Acolyte	4	3	3	4	3	1	5	1	8

A Hybrid brood consists of between **5** and **20** models. All are armed with a Laspistol (260).

Options

Any model may purchase from the Armour (104), Grenades (104), Basic (103), Assault (103), Special (104) and Heavy (103) weapons lists.

Brood Brother Squads

6 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Brood Brother	4	3	3	3	3	1	3	1	7

The squad consists of **10** to **20** models, all with the above stats. Each has a sword (252) or axe (250). Brood Brothers hate (55) all enemy models.

Options

Any model may purchase from the Basic (103) or Assault (103) weapons lists. One model may purchase a Special (104) weapon. One model may purchase a Heavy (103) weapon. The entire unit may be identically equipped with Grenades (104) for the listed cost per model. The entire unit may be outfitted with Flak Armour (117, **6+** save) for **+1** point per model. The squad may be led by a Genestealer Hybrid (105) for the cost shown above.

Support

<25%

Allies

Genestealer Cults may include Chaos Cult (79) forces as allies.

House Rule: To represent a loyal forces which have been taken over by a cult, some players allow the inclusion of Adeptus Arbite (108) units from the Imperial Agents list, or units from the Imperial Guard (121) list.

Vehicles

The following vehicles are available to Genestealer cults at the listed cost: Rhinos (181), Predators (180), Land Raiders (178), Leman Russ Tanks(128), Land Speeders (179), Sentinels (130) and Chimeras (125). All cult vehicles come with Brood Brother crews (106).

Brood Brother Crews

Included in cost of vehicle or platform

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Brood Brother	4	3	3	3	3	1	3	1	7

Genestealer Cult vehicles and artillery are crewed (18) by Brood Brothers, all of whom share the stats listed above. Each wears Flak Armour (117, **6+** save).

Genestealer Cult Units

Artillery Platforms

Each platform includes a crew (106) of **2** Brood Brothers, each armed with a Laspistol (260). The platform itself has an Armour Value of **10**. Select one of following weapons, each with a Targeter (240, +1 to hit):

Weapon	Cost
Mole Mortar (264)	55
Rapier Laser Destroyer (265)	70
Twin-Linked (36) Auto-cannon (253)	35
Twin-Linked (36) Heavy Bolter (254)	30
Twin-Linked (36) Lascannon (255)	55
Twin-Linked (36) Missile Launcher (256) w/Frag and Super Krak missiles (256)	55
Multimelta (256)	65
Thudd Gun (267)	45

Heavy Weapons Teams

Each team includes a crew (106) of **2** Brood Brothers, each armed with a Lasgun (247). The team may select one of following weapons:

Weapon	Cost
Auto-cannon (253)	34
Heavy Bolter (254)	28
Lascannon (255)	48
Missile Launcher (256) w/Frag and Super Krak missiles (256)	48
Mortar (247)	25

IMPERIAL AGENTS

Any Imperial army (Imperial Guard (117), Sisters of Battle (153), or Space Marine (167) Chapters [Blood Angels (184), Dark Angels (184), Space Wolves (197), Ultramarines (203)] may choose up to 25% of their army from the Imperial Agents list, counting as *Allied Support*.

Unless otherwise noted, all Imperial Agents choose from the Imperial Agents Equipment list only. Unless otherwise specified, only Adeptus Arbite units use the Adeptus Arbite Equipment list (and then only that list).

IMPERIAL AGENTS EQUIPMENT

Armour

Models picking from this list may select only one item.

Armour	Cost
Flak Armour (117, 6+ save)	1
Mesh Armour (5+ save)	3
Carapace Armour (4+ save)	7
Power Armour (3+ save)	12
Terminator Armour (241, 3+ save on 2D6) w/ Storm Bolter (248)	40

Terminator Assault Weapons

Characters who purchase Terminator Armour must also purchase one item from the following list, and cannot purchase any other weapons from any other list. Models using a Lightning Claw, Thunder Hammer, or Storm Shield may carry no other items in that hand.

Weapon	Cost
Power Sword (252)	6
Power Fist (252)	10
Chainfist (250)	12
Lightning Claws (251, pair — replaces other weapons)	12

Defensive Fields

Models picking from this list may select only one item.

Armour	Cost
Refractor Field (236, 5+ unmod save)	6
Conversion Field (225, 4+ unmod save)	14
Displacer Field (226, 3+ unmod save)	24

Basic Weapons

One per model.

Weapon	Cost
Autogun (244)	1
Boltgun (244)	3
Bow (244)	½
Crossbow (244)	1
Lasgun (247)	2
Shotgun (248)	2

Assault Weapons

Models picking from this list may select as many items as you wish.

Weapon	Cost
Axe (250)	1
Sword (252)	1
Autopistol (260)	1
Bolt Pistol (260)	2
Chainsword (250)	2
Hand Flamer (260)	6
Laspistol (260)	1
Needle Pistol (261)	5
Plasma Pistol (261)	4
Power Axe (251)	7
Power Fist (252)	10
Power Maul (252)	6
Power Sword (252)	6
Stub Gun (261)	1
Web Pistol (261)	2

Force Weapons

Models picking from this list may select only one item. Psykers only.

Weapon	Cost
Force Axe (271)	10
Force Rod (271)	10
Force Sword (271)	10

Heavy Weapons

One per model. Each item on this list comes with a Targeter (240, +1 to hit).

Weapon	Cost
Auto-cannon (253)	25
Heavy Bolter (254)	15
Lascannon (255)	45
Missile Launcher (256) w/Frag and Super Krak missiles (256)	45
Multimelta (256)	65
Heavy Plasma Gun (255)	40

Special Weapons

One per model.

Weapon	Cost
Flamer (245)	8
Meltagun (247)	7
Plasma Gun (248)	7
Needle Rifle (247)	10

Imperial Agents Equipment

Support Weapons

One item per crew.

Weapon	Cost
Mole Mortar (264)	40
Multilaser (256)	45
Rapier Laser Destroyer (265)	45
Tarantula (175)	55
Thudd Gun (267)	30

Grenades

Models picking from this list may select as many items as you wish.

Grenade	Cost
Blind (276)	2
Choke (276)	2
Frag (276)	2
Hallucinogen (277)	7
Krak (276)	3
Melta-bombs (251)	5
Photon Flash Flares (277)	2
Plasma (278)	3
Rad (278)	17
Scare (278)	2

ADEPTUS ARBITES EQUIPMENT

Basic Weapons

Models picking from this list may select only one item.

Weapon	Cost
Shotgun (248)	3
Boltgun (244)	3

Assault Weapons

Models picking from this list may select as many items as you wish.

Weapon	Cost
Power Maul (252) and Suppression Shield (240)	10
Power Sword (252)	6

Special Weapons

Models picking from this list may select only one item, not including grenade upgrades.

Weapon	Cost
Flamer (245)	7
Grenade Launcher (246) with Frag and Krak grenades (276)	10
Add Choke grenades for the above (276)	4
Add Photon grenades for the above (277)	4
Add Scare grenades for the above (278)	4
Meltagun (247)	6
Needle Rifle (247)	8
Plasma Gun (248)	6

Grenades

Models picking from this list may select as many items as you wish.

Grenade	Cost
Choke (276) grenades	2
Frag (276) grenades	2
Melta Bombs (251)	5
Photon Flash Flares (277)	2
Scare (278) grenades	2

IMPERIAL AGENTS UNITS

Characters

Adeptus Psyker

Primaris Psyker (Level 1) — 35 points

Psyker Champion (Level 2) — 60 points

Master Psyker (Level 3) — 110 points

Psyker Lord (Level 4) — 155 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Primaris	4	3	3	3	4	1	4	1	7
Champion	4	4	4	4	4	2	4	1	7
Master	4	5	5	4	4	3	5	2	7
Lord	4	6	6	4	4	4	6	3	8

Wears Flak Armour (117, 6+ save). Armed with a Laspistol (260). Has a Mastery Level (42) as listed; select powers from the Adeptus (44) list.

Options

May purchase from any of the Armour (108), Defensive Fields (108), Grenades (110), Assault (109) and Special (109) and Force (109) weapons lists. May have 1 Wargear Card (19).

Arbitrator Champion

+10 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	4	3	3	1	4	1	8

Wears Carapace Armour (4+ save) and is armed with a Bolt Pistol (260). The champion is the squad leader and must remain with his unit; he may not operate independently.

Options

Uses the Adeptus Arbites Equipment list. May purchase Basic (111) and Special (111) weapons and Grenades (111). May ride a Bike (176) for +20 points. May have 1 Wargear Card (19).

Inquisitor (0-1)

Inquisitor Lord — 100 points

Master Inquisitor — 74 points

Inquisitor — 45 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Inquisitor Lord	4	8	8	5	5	4	8	4	10
Inquisitor	4	6	6	4	4	2	6	2	9
Master Inquisitor	4	7	7	5	5	3	7	3	9

Comes with *no armour or weapons*. Inquisitors are immune to psychology (54) and never break (53).

Options

May select from the Armour (108), Defensive Fields (108), Grenades (110), Basic (108), Assault (109), and Special (109) weapons lists. May have up to 3 Wargear Cards (19).

Upgrades

May be psykers of any Mastery Level (42) — each Level costs +25 points (max 4); select from the Inquisition (48), Adeptus (44), and/or Librarian (49) lists. Psykers may purchase Force Weapons (26).

Judge

84 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Judge	4	7	7	5	5	3	7	3	9

Wears Carapace Armour (4+ save). Armed with a Laspistol (260) and Power Sword (252).

Options

May access both the Imperial Agents and Adeptus Arbites Equipment lists. May purchase Armour (108), Defensive Fields (108), Grenades (110), Basic (108), Assault (109/111) and Special (109/111) weapons. May have up to 3 Wargear Cards (19).

Tech-Priest Magos

Mighty Magos — 71 points

Magos — 50 points

Champion — 27 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mighty Magos	4	6	6	4	4	3	6	3	9
Magos	4	5	5	4	4	2	5	2	8
Champion	4	4	4	3	3	1	4	1	8

Wears Power Armour (3+ save). Armed with a Laspistol (260) and Power Axe (251).

Options

May purchase from any of the Defensive Fields (108), Grenades (110), Basic (108), Assault (109), and Special (109) weapons lists. May have up to 3 Wargear Cards (19).

Tech-Priest Engineer

30 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Engineer	4	4	4	3	3	1	4	1	8

Wears Power Armour (3+ save). Armed with a Laspistol (260) and Power Axe (251). May attempt to repair (32) a single damaged hit location on a vehicle, dreadnought, or support weapon.

Options

May purchase from any of the Defensive Fields (108), Grenades (110), Basic (108), Assault (109), and Special (109) weapons lists. May have up to 3 Wargear Cards (19).

Squads

Arbitrator Squad

70 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Arbitrator	4	3	3	3	3	1	3	1	7

Consists of 5 Arbitrators, all of whom share the above stats. Each model wears Carapace Armour (4+ save) and is armed with a Bolt Pistol (260).

Options

Uses the Adeptus Arbitres Equipment list. Any model may purchase from the Basic Weapons (111) list. One model may have a Special (111) weapon. The entire unit may be identically equipped with Grenades (111) for the listed cost per model. The squad may be led by an Arbitrator Champion (112) for +10 points. The squad may be equipped with bikes for +20 points per model, or a Rhino (181) for +50 points.

Electro-Priest Squad

14 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Electro-Priest	4	4	3	8	3	1	3	1	9

A squad consists of 5 to 20 models. Each has an armoured body (4+ save) and bionic claws (S8 means a -5 save modifier). Subject to frenzy (54). If they break (53), they are immediately removed from play.

Grey Knights Marine Terminator Squad

350 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Marine	4	5	5	4	4	1	5	1	9

Consists of 5 Veteran Space Marines in Terminator Armour (241, 3+ save on 2D6) armed with Nemesis Force Weapons (234). The entire squad counts as a single psyker with a Mastery Level (42) of 1; select powers from the Inquisition (48), Adeptus (44) and/or Librarian (49) lists. The maximum effective mastery level of the unit is limited to the number of models remaining in the squad. Grey Knights are immune to psychology (54) and automatically pass any Leadership test (54).

Upgrades

The unit may increase their Mastery Level by +1 at a cost of 25 points/level (max of 4).

Imperial Agents Units

Options

The squad may be equipped with Refractor Fields (236, 5+ unmod save) for +30 points and/or Aegis Suits (221, 4+ save against psychic attacks) for +100 points. The squad may teleport into battle (29) for +50% of its total cost.

Servitor Squad

9 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

A squad consists of 5 to 20 models. Each has an armoured body (5+ save) and comes equipped with a Shotgun (248) or Lasgun (247). Servitors are immune to psychology (54).

Options

Any number of models may swap their weapon for a Meltagun (247) at a cost of +6 points per model.

Support Weapon

9 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

Consists of 1 model. The Servitor has an armoured body (5+ save) and must purchase one Support Weapon (110), which comes equipped with a Targeter (240, +1 to hit). Servitors are immune to psychology (54).

Tech-Priest Squad

9 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tech-Priest	4	3	3	3	3	1	3	1	7

A squad consists of 5 to 20 models. Each wears Flak Armour (117, 6+ save) and is armed with a Lasgun (247) and Laspistol (260).

Options

Any model may purchase a Special (109) weapon.

Vehicles

Imperial Agent forces have access to the following vehicles at the listed cost: Leman Russ battle tanks (128), Sentinels (130), Bikes (176), Land Raiders (178), Land Speeders (179), Predators (180), and Rhinos (181).

IMPERIAL ASSASSINS

You may never have more than one Imperial Assassin in your army.

Assassins General Rules

All Assassins are immune to psychology (54), cannot be broken (53) under any circumstances. All are immune (232) to all biochemical weapons. Needle weapon use their normal Strength value rather than automatically wounding. Assassins count as having auto-senses (222), and may automatically see through gas or smoke clouds which would normally obstruct vision. All Assassins may infiltrate (18).

Dodge

All Imperial Assassins (and some special characters) may dodge incoming attacks, both in close combat (38) and against ranged weapons. This is a 4+ unmodified save, separate from all armour worn. A dodge may be combined with the unmodified save from a Defensive Field if the model is allowed to purchase such. If the character is affected by a template (35) weapon may move up to 2" away when dodging the attack (yes, this includes vortex grenades). If the model is still under the template after that move, it is affected on a 4+ roll of a D6.

Assassin

100 points; pre-Codex Assassins

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Assassin	6	8	8	5	5	4	8	4	10

Imperial Agents Units

All armour and weapons are purchased separately. May dodge (114, 4+ unmodified save). Unaffected by psychology (54). Immune (232) to biochemical weapons. May infiltrate (18).

Options

May purchase from the Grenades (110), Armour (108), Assault (109), Special (109), and Heavy (109) weapons lists. May have up to 3 Wargear Cards (19).

Callidus Assassin

237 points including equipment

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Callidus Assassin	6	8	8	5	5	4	8	4	10

Equipped with a C'tan Phase Sword (225), a Neural Shredder (234), Polymorphine (235), and Poison Blades (235). May dodge (114, 4+ unmodified save). Unaffected by psychology (54). Immune (232) to biochemical weapons. May infiltrate (18). Any enemy shooting at a Callidus Assassin from Short Range suffers an additional -2 To Hit penalty, and all enemies shooting from Long Range suffer a -1 penalty; these bonuses apply only if the Assassin is in the open, not if she is behind any kind of cover. At the start of any close combat (38) phase, the Callidus Assassin may disengage without penalty (39), moving up to 2" away; this may not be used to enter another close combat. Controlling player may force their opponent to discard one of their drawn Strategy Cards (21), chosen at random and without using it, at the start of the game.

Culexus Assassin

210 points including equipment

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Culexus Assassin	6	8	8	5	5	4	8	4	10

Wears an Etherium (227), a Force Matrix (229) and an Animus Speculum (221). Armed with Psyk-Out Grenades (236). May dodge (114, 4+ unmodified save). Unaffected by psychology (54). Immune (232) to biochemical weapons. May infiltrate (18). If an enemy unit wishes to shoot or charge (29) the Culexus Assassin, roll a D6 first — on a 2+, the Assassin has distracted the unit and the unit must choose a different target; this only works if the Culexus Assassin has not been wounded.

If there is a psyker in charge range of the Assassin, he may choose to charge the psyker in favour of other enemy models. The Culexus Assassin causes Terror (55) in all models with psychic ability — note that this affects *all psykers* and overrules all notes of normal immunity to such abilities. Any psyker within 24" of a Culexus Assassin, including friendly or allied units, attempting to use a psychic power must roll a D6; if the roll is less than or equal to the number of Force cards used to play the power, the power is immediately nullified (44) and the psyker suffers a Wound with no armour saves allowed. Powers played with the Ultimate Force (44) card count as being played with 3 Force and cannot be nullified — however, the psyker will still take a Wound if he fails the above test. A Culexus Assassin in hand-to-hand combat (38) with a psyker model may Life Drain the psyker — before fighting each round, the psyker rolls 2D6 and adds his Leadership; the Assassin rolls 3D6, picks the highest two dice, and adds his Leadership. If the Assassin's score is higher, subtract 1 point from one of the psyker's characteristics: WS, BS, S, T, or Ld.

Eversor Assassin

240 points including equipment

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Eversor Assassin	6	8	8	5	5	4	8	4	10

Equipped with an Executor Pistol (227), a Sentinel Array (237), a Neuro-Gauntlet (234), and Eversor Combat Drugs (227). May dodge (114, 4+ unmodified save). Unaffected by psychology (54). Immune (232) to biochemical weapons. May infiltrate (18). Causes Fear (54). If the Eversor Assassin is attacked in hand-to-hand combat (38) by multiple opponents (39), he gains +1 to his Weapon Skill for each opponent after the first when resolving combat with any of them. May fire with his Executor Pistol a number of times equal to his Attacks characteristic (4); this skill may be used on Overwatch (29). If the Assassin is wounded in hand-to-hand combat, he will spray poisonous blood and acids over his attacker; the model causing the wound suffers an S4 hit with a -1 save modifier. When the Eversor is slain, he explodes with the effect of a plasma grenade (278).

Vindicare Assassin

215 points including equipment

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Vindicare Assassin	6	8	8	5	5	4	8	4	10

Wears a Stealth Suit (239) and a Spy Mask (238). Armed with an Exitus Longrifle (228), an Exitus Pistol (228) and Exitus Ammunition (228). May dodge (114, 4+ unmodified save). Unaffected by psychology (54). Immune (232) to biochemical weapons. May infiltrate (18). May ignore all restrictions when choosing a target (33) — if he has Line of Sight to a model, he may fire at it. When firing against a vehicle, the Vindicare Assassin may choose the hit location. The Assassin's Long Range with all weapons he uses is extended by **50%**. As long as he remains stationary, the Assassin may fire his Exitus Longrifle twice in the shooting phase (33); this skill may not be used on Overwatch (29). The Assassin may run (29) and fire his Exitus Pistol in the same turn.

IMPERIAL GUARD

UNIT TYPES

There is no game difference between the Tallarn Desert Raiders, the Catachan Jungle Fighters, the Mordian Iron Guard, and the Cadian Shock Troops.

COMMAND SQUADS

Any Imperial Guard unit within **12"** of the leader of a Command Squad may take Break tests (53) with the leader's Leadership. For each Command Squad of a particular race (Tallarn Desert Raiders, Mordian Iron Guard, Cadian Shock Troops, Catachan Jungle Fighters), you may have up to three units of the same race and up to three additional units. Command Squads may include Primaris Psykers (122), but only a Command HQ squad may include a Primaris Psyker Lord.

Command HQ

Imperial Guard armies must include at least one Command HQ, which contains the army commander.

FLAK ARMOUR

Most Imperial Troops wear Flak Armour. This normally conveys a **6+** save against all attacks. However, weapons which use a blast marker (35) are saved against on a **5+**.

HEAVY WEAPONS TEAMS

Imperial Guard heavy weapons are crewed by a team of two Guardsmen. The shooter and loader must stay within **2"** of each other at all times. The loader is armed with the same weapon as the rest of the squad (usually a Lasgun (247)) and can shoot and fight just like any other Guardsman. If the shooter is killed, the loader is allowed to take over the weapon and use it. If for some reason the loader is not within **2"** of the shooter, he cannot take over. The shooter also carries a Laspistol (260) which he may use in lieu of firing his heavy weapon. The heavy weapon itself, with the exception of the Lascannon Heavy Weapons team (117, see below) is not a separate target and is only destroyed when both of the heavy weapon team are slain.

Lascannon Heavy Weapons Team

The Lascannon (255) is an entirely separate model, and the shooter model is not physically attached to it. The shooter model must be positioned so its base is touching the weapon in order for him to fire it. The shielding of the Lascannon offers additional protection — if the crew are positioned behind the Lascannon, treat as if they are in hard cover (35). The Lascannon still cannot be independently destroyed and remains in play until both of its crew are slain.

Splitting Heavy Weapons Teams

A squad of Imperial Guardsmen which includes a Heavy Weapon has the option to "split off" the heavy weapons team from the rest of the squad. The heavy weapon team instantly becomes a separate squad and is treated as such in all respects. Once so divided from its squad, a heavy weapons team is not allowed to advance towards the enemy unless there is a Captain (121), Colonel (121), or Lieutenant within **2"** of the team, in which case it may move as normal. These rules apply identically to Heavy Weapons Squads (122).

RESERVES

Any vehicles and the troops carried inside them may be held as reserves, and are not deployed at the start of the game. You do not have to tell your opponent that you are doing this, or even that you purchased the units held in reserve. At the start of any of your turns, you may bring any models held in reserve into play, placing them anywhere on your table edge. The vehicles may enter at any speed (30) desired.

PRELIMINARY BARRAGE

Once both sides have deployed (12), but before either side has taken its first turn, you may bring down a hail of fire. Count up the number of Leman Russ battle tanks (128), Imperial Basilisks (124), and Imperial Griffons (126). The number of such tanks represents the number of barrages you may call down. For each barrage, place a 2" blast marker (35) anywhere within sight of any of the leaders of your Command Squads (117). Once templates for all barrages have been placed, roll Scatter Dice for each template:

Scatter Die	Artillery Die	Result
Hit	Misfire	Remove the template with no further effect.
Hit	Number	<i>Direct Hit</i> — Models suffer a hit as described below.
Arrow	Number	<i>Stray Shot</i> — Scatter the template as normal.

Models affected by the template in its final location suffer a hit as from a Battlecannon (262) as follows:

Str	Dmg	Save Mod	Armour Pen	Special
8	2D6	-3	3D6+8	2" blast

Commlink Barrage

If any of your Command Squads (117) has a model equipped with a Commlink, you may use it to call down barrages during the game. At the beginning of the game, roll a **D6** and keep rolling until you get a roll of **2+**; the resulting score represents the level of communications interference present on the battlefield. At the start of your second and subsequent turns, you may call down one barrage per model equipped with a Commlink. For each barrage you wish to call down, you must roll equal to or above the level of interference on **D6** to get the barrage to work. For each Commlink barrage that succeeds in this manner, follow the barrage rules described above.

IMPERIAL GUARD EQUIPMENT

Assault Weapons

Models picking from this list may select as many choices as you want.

Weapon	Cost
Axe (250)	1
Sword (252)	1
Autopistol (260)	1
Bolt Pistol (260)	2
Chainsword (250)	2
Hand Flamer (260)	6
Laspistol (260)	1
Plasma Pistol (261)	4
Power Sword (252)	6
Shotgun (248)	1

Command Weapons

Models picking from this list may choose as many weapons as they like.

Weapon	Cost
Boltgun (244)	3
Frag (276) grenades	2
Hotshot Lasgun (246)	3
Hotshot Laspistol (260)	2
Krak (276) grenades	3
Lasgun (247)	2
Power Fist (252)	10

Heavy Weapons

Each Heavy Weapon Team (117) may select one weapon. Other models may not select from this list.

Weapon	Cost
Auto-cannon (253)	16
Heavy Bolter (254)	10
Lascannon (255), special rules (117)	30
Missile Launcher (256) with Frag and Super Krak missiles (256)	30
Mortar (247)	20

Special Weapons

Models picking from this list may select only one weapon.

Weapon	Cost
Flamer (245)	7
Grenade Launcher (246) w/Frag & Krak grenades (276)	10
Meltagun (247)	6
Plasma Gun (248)	6

VETERAN ABILITIES

You may convert any or all Imperial Guard squads (any units except vehicles) to Veteran status by choosing *one* of the following Veteran Abilities and spending the additional points as listed:

Ability	Cost	Description
Crazed	+25	Make Break test (53) only if 50% of squad is lost in single turn; costs double for Ratlings (123).
Deadeye Shots	+25	Each model may re-roll To Hit die once each turn
Freedom Fighters	+5	Enemy models moving across ground already covered by squad suffer a single S3 hit. Ogryns (123) cannot take this ability.
Grizzled	+15	Roll 3D6 for Leadership test (54), take the best two. Double cost for Ratlings (123).
Guerrillas	+10	May run (29) and hide (29) in same turn. May also run and shoot any Basic (244) weapon or Pistol (260), with a -1 penalty. Ogryns (123) may not take this ability.
Hardened Fighters	+10	May re-roll any single die in hand-to-hand combat (38); the original is ignored even if it's a fumble (39); opponents may not parry (39)
Slick Crew	+20	The heavy weapons team (117) may shoot again if the first shot hits (if using a Mortar (247), if the Scatter Die is a " <i>Hit</i> "); second shot may be at the same target or a different legal target (33).
Stealthy	+10	Ignore movement penalties for difficult (28) or very difficult (28) terrain; +1 Weapon Skill when fighting in hand-to-hand combat (38) in such terrain; Line of Sight through woods extended to 4" .
Street Fighters	+20	If the squad is in Soft Cover (35), enemy models are at -2 to hit this unit; if the squad is in Hard Cover (35), opponents are -3 to hit. May not be taken by Rough Riders (123).
Tank Hunters	+10	Immune to psychology (54) induced by vehicles; may re-roll any or all armour penetration (37) dice once per shot.

IMPERIAL GUARD UNITS

Command Units

<50%

Command HQ

75 points w/Captain

100 points w/Colonel

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Captain	4	5	5	4	4	2	5	2	8
Colonel	4	6	6	4	4	3	6	3	9
Guardsmen	4	3	3	3	3	1	3	1	7

Includes one Captain or Colonel and 4 Imperial Guardsmen. The Captain and Colonel both wear Carapace Armour (4+ save) and wield a Laspistol (260) and a sword (252). The Guardsmen each wear Flak Armour (117, 6+ save) and wield Lasguns (247) and Frag (276) grenades. Counts as a Command Squad (117), grants a Strategy Rating (12) of 2. Any friendly Imperial Guard unit within 12" may use the commander's Leadership rating for their Break tests (53). You must have at least one of these units in your army.

Options

Any model may purchase Assault (119) or Special (119) weapons. The squad leader may purchase from the Command (119) weapon list. Captains up to 2 Wargear Cards (19), Colonels may have 3. You may make the upgrade the squad to Veteran status by purchasing one Veteran Ability (120). The squad may ride in a Chimera (125) for +140 points; the Chimera crew (18) is unaffected by this squad's Veteran upgrade. You may form the Guardsmen into 1 or 2 Heavy Weapons Teams (117), each with one Heavy Weapon (119). One Guardsman may carry a Commlink (118) for +30 points. One Guardsman may carry a Battle Standard (223) for +35 points.

Command Squad

60 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	5	1	8
Guardsmen	4	3	3	3	3	1	3	1	7

Includes one Lieutenant and 4 Imperial Guardsmen. Lieutenant wears Carapace Armour (4+ save) and uses a Laspistol (260) and a sword (252). Guardsmen wear Flak Armour (117, 6+ save) and wield Lasguns (247) and Frag (276) grenades. Counts as a Command Squad (117). Any friendly Guard unit within 12" may use the Lieutenant's Leadership rating for its Break test (53).

Options

Any model may purchase Assault (119) or Special (119) weapons. The lieutenant may purchase from the Command (119) weapon list, and may carry up to 1 Wargear Card (19). The squad may be upgraded to veteran status by taking one Veteran Ability (120). The squad may ride in a Chimera (125) for +140 points; the vehicle crew (18) is unaffected by this squad's Veteran upgrade. You may form the Guardsmen into 1 or 2 Heavy Weapons Teams (117), each with one Heavy Weapon (119). One Guardsman may carry a Commlink (118) for +30 points.

Rough Rider Command Squad

115 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lieutenant	4	4	4	3	3	1	5	1	8
Guardsmen	4	3	3	3	3	1	3	1	7
Mount Type	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5

Includes one Lieutenant and 4 Imperial Guardsmen, all mounted on Warhorses. The Lieutenant wears Carapace Armour (4+ save), while the Guardsmen each wear Flak Armour (117, 6+ save). All are armed with a Hunting Lance (250), Laspistol (260), Chainsword (250) and Frag (276) grenades. Counts as a Command Squad (117). Any friendly Imperial Guard unit within 12" may use the Lieutenant's Leadership rating for its Break test (53).

Imperial Guard Units

Options

The lieutenant may purchase from the Assault (119) and Command (119) weapons lists, and may carry up to **1** Wargear Card (19). The squad may be upgraded to veteran status by taking one Veteran Ability (120). Up to one Guardsman may swap his Hunting Lance for a **Rough Rider Standard**: all models in this unit may add +1 to their Weapon Skill in hand-to-hand combat (38).

Primaris Psyker

Primaris Psyker (Level 1) — 32 points

Psyker Champion (Level 2) — 69 points

Psyker Master (Level 3) — 110 points

Psyker Lord (Level 4) — 157 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Primaris	4	3	3	3	4	1	4	1	7
Champion	4	4	4	4	4	2	4	1	7
Master	4	5	5	4	4	3	5	2	7
Lord	4	6	6	4	4	4	6	3	8

Wears *no armour*. Armed with a sword (252). Has a Mastery Level (42) as listed; select powers from the Adeptus (44) list. Deployed as part of a Command Squad (117); the psyker must remain with this squad and may not operate independently. Psyker Lords must be part of the Command HQ (121).

Options

May choose weapons from the Assault List 119). May carry up to **1** Wargear Card (19).

Commissar

40 points (0-Nx)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commissar	4	5	5	4	4	2	5	2	10

Wears *no armour*. Armed with a Laspistol (260) and a sword (252). Immune to all psychology (54). You may include one Commissar for each Command Squads (117) present. Commissars may join and lead any Imperial Guard squad or they may act independently.

Options

May purchase Assault (119) and Command (119) weapons. May carry up to **2** Wargear Cards (19).

Battle Line

25%+

Imperial Guard Squad

100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

Includes **1** Sergeant and **9** Guardsmen, all with the stats listed above. Each model comes with Flak Armour (117, **6+** save) and Frag (276) grenades. The Guardsmen each have a Lasgun (247), while the Sergeant carries a Laspistol (260) and a sword (252).

Options

The sergeant may purchase from the Assault (119) weapons list. One Guardsmen may purchase an Assault (119) or Special (119) weapon. The squad may be upgraded to veteran status by taking one Veteran Ability (120). The squad may ride in a Chimera (125) for +**140** points; the Chimera crew (18) is unaffected by this squad's Veteran upgrade. Two of the Guardsmen may form a Heavy Weapons Team (117); select one weapon from the Heavy Weapons (119) list.

Heavy Weapon Squad

60 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

Includes **6** Guardsmen, which may be broken into **1** to **3** Heavy Weapons Squads (117). All wear Flak Armour (117, **6+** save). All have Lasguns (247) and Frag (276) grenades.

Imperial Guard Units

Options

Each Heavy Weapons Squad may select one Heavy Weapon (119). The entire unit may be upgraded to veteran status by selecting one Veteran Ability (120). The squad may ride in a Chimera (125) for +140 points; the Chimera crew (18) is unaffected by this squad's Veteran upgrade.

Ogryn Squad

235 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

Includes **5** Ogryns, each wearing Flak Armour (117, **6+** save). All come with Ripper Guns (248) and Frag (276) grenades. Ogryns cause Fear (54).

Options

Any model may upgrade its armour to Mesh Armour (**5+** save) for +3 points per model. The entire unit may be upgraded to veteran status by selecting one Veteran Ability (120).

Ratling Sniper Squad

80 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ratling	4	2	4	2	2	1	5	1	6

Includes **5** Ratling Snipers, each wearing Flak Armour (117, **6+** save) and armed with a Needle Sniper Rifle (247).

Options

The entire unit may be upgraded to veteran status by selecting one Veteran Ability (120).

Rough Rider Squad

100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsmen	4	3	3	3	3	1	3	1	7
Mount Type	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5

Includes **1** Sergeant and **4** Rough Riders, all of whom share the same stats as listed above. All models wear Flak Armour (117, **6+** save) and come with Hunting Lances (250), Las pistols (260), Chainswords (250), and Frag (276) grenades. May fight in dispersed formation (18).

Options

The entire unit may be upgraded to veteran status by selecting one Veteran Ability (120).

Storm Trooper Squad

130 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Storm Trooper	4	3	3	3	3	1	3	1	8

Includes **1** Sergeant and **9** Storm Troopers, all of whom share the above stats. All wear Flak Armour (117, **6+** save). The Guardsmen carry Hotshot Lasguns (246), while the Sergeant carries a Hotshot Las pistol (260) and a sword (252). All have Frag (276) grenades. The squad *must* be upgraded to veteran status by purchasing one Veteran Ability (120); all Stormtroopers are veterans.

Options

The sergeant may purchase from the Assault weapons (119) list. Up to one Guardsmen may swap his Lasgun for a weapon from the Special (119) or Assault (119) lists. The squad may be equipped with Krak (276) grenades for +30 points. The squad may ride in a Chimera (125) for +140 points; the Chimera crew (18) is unaffected by this squad's Veteran upgrade. You may form two of the Guardsmen into a Heavy Weapons Team (117), each with a single Heavy Weapon (119).

Vehicles

Vehicle Crews

Included in vehicle cost

All Imperial vehicles come with a crew (18) of Guardsmen, all of whom have the following stats:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guardsman	4	3	3	3	3	1	3	1	7

Each crewman wears Flak Armour (117, 6+ save) and has a Laspistol (260).

Basilisk

175 points

Tracked Vehicle (30). Includes a crew (124) of 1 Driver and 3 Gunners. All vehicle weapons come with Targeters (240, +1 to hit).

Weapons

One Earthshaker Cannon (263) with a 45° arc of fire to the front, one Heavy Bolter (254) with a 90° arc of fire to the front.

Ram			Speed			
Str	Dmg	Save Mod	Slow	Combat	Fast	
7	D12	-4	5"	10"	15"	
Armour						
D6	Location	Front				Side/Rear
1-2	Track	16				16
3-5	Hull	18				16
6	Earthshaker	17				17
D6	Track Damage Table					
1	May only move at Slow speed for the rest of the game.					
2-5	Track is blown off; tank moves Out of Control (31) next turn and then comes to a halt for the rest of the game.					
6	Track is blown off; Basilisk flips over and comes to rest D6" away in a random direction. Any model it lands on suffers D6 S7 hits with a -2 save modifier. Roll a D6 for each model aboard; on a 4+ , it is slain. Surviving models may disembark (31) as per normal rules.					
D6	Hull Damage Table					
1	Primary weapon is destroyed.					
2-3	Roll a D6 for each crew member; on a 4+ they are slain.					
4	Engine explodes, killing crew instantly. Tank is spun around to face a random direction, then comes to a halt for the rest of the game.					
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).					
6	Ammunition explodes; tank is destroyed and any models within 3" suffer D6 S10 hits with a -3 save modifier.					
D6	Earthshaker Damage Table					
1	Earthshaker is damaged and may only be fired if you first roll a 4+ on D6 .					
2-5	Earthshaker is destroyed.					
6	Earthshaker is destroyed; roll a secondary explosion on the <i>Hull Damage Table</i> above.					

Chimera Troop Transport

140 points

Tracked (30). Includes a crew (124) of **1** Driver and **2** Gunners. May transport up to **11** Imperial Guard models. All vehicle weapons come with Targeter (240, +1 to hit).

Weapons

The turret holds a Multilaser (256) and a Storm Bolter (248), both with a 360° arc of fire. Also mounts a Heavy Bolter (254) with a 90° arc of fire to the front. In addition, the Chimera has **3** Lasguns (247) on each side (total of **6**) with a 180° arc to the side, which may be fired by transported models.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
8	D12	-5	6"	12"	20"
Armour					
D6	Location	Front	Side/Rear		
1-2	Track	16	16		
3-5	Hull	21	18		
6	Turret	20	20		
D6	Track Damage Table				
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves out of control (31) next turn and then comes to a halt for the rest of the game.				
6	The Chimera flips over and comes to a rest D6" away in a random direction. Any models under it take D6 S7 hits with a −2 save modifier. Roll a D6 for each model aboard; on a 4+ they are killed. Surviving models may disembark (31) as normal.				
D6	Hull Damage Table				
1	Driver is slain. Unless his position is taken over, the Chimera moves out of control (31) for the rest of the game.				
2-3	Explosion rips through the crew compartment; each crew member must roll a 4+ on D6 to avoid being slain.				
4	Engine explodes, killing crew instantly. Chimera is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes; Chimera is destroyed; any models inside are slain, and any models within 3" suffer D6 S10 hits with a −3 save modifier.				
D6	Turret Damage Table				
1	Multilaser is damaged and may only be fired if you first roll a 4+ on D6 .				
2	Turret is jammed, and may no longer rotate. Multilaser may only fire in a straight line at targets that are directly in front of it.				
3	Multilaser destroyed.				
4	Multilaser is destroyed, but secondary explosion forces a roll on the Hull Damage table above.				
5-6	Ammunition explodes; the Chimera is destroyed. All models inside are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a −6 save modifier.				

Imperial Guard Units

Griffon

140 points

Tracked Vehicle (30). Includes a crew (124) of **1** Driver and **3** Gunners.

Weapons

Mounts a Heavy Mortar (263) with a 90° arc of fire to the front, one Heavy Bolter (254) with a 90° arc of fire to the front. The Heavy Bolter has a Targeter (240, +1 to hit).

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
8	D12	-6	6"	12"	20"
Armour					
D6	Location	Front	Side/Rear		
1	Track	17	17		
2-3	Hull	22	20		
4	Side Sponson	18	18		
5	Heavy Mortar	20	18		
6	Mortar Crew	—	—		
D6	Track Damage Table				
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; Griffon moves out of control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off; Griffon flips over and comes to rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a −2 save modifier. Roll a D6 for each crew member; on a 4+ , the crew is slain. Surviving models may disembark (31) using normal rules.				
D6	Hull Damage Table				
1	Driver is slain. Unless his position is taken over, the Griffon will move out of control (31) until the end of the game				
2-3	Roll a D6 for each crew member; on a 4+ they are slain.				
4	Engine explodes, killing crew instantly. Tank is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes; tank is destroyed and any models within 3" suffer D6 S10 hits with a −3 save modifier.				
D6	Heavy Mortar Damage Table				
1	Heavy Mortar is damaged and may only be used if you first roll a 4+ on D6 .				
2-5	Heavy Mortar is destroyed.				
6	Heavy Mortar is destroyed — but a flashback explosion forces a roll on the Hull Damage Table above.				
Crew Damage Table					
	One of the two mortar gunners is hit. Roll to wound using normal Shooting Rules (33).				

Hellhound

165 points

Tracked Vehicle (30). Includes a crew (124) of **1** Driver and **2** Gunners. This vehicle causes Fear (54).

Weapons

One turret-mounted Inferno Cannon (264) with a 360° arc of fire, one Heavy Bolter (254) with a 90° arc to the front. The Heavy Bolter comes with a Targeter (240, +1 to hit).

Ram		Speed	
Str	Dmg	Save Mod	Slow
7	D12	-4	5"
			10"
			15"
Armour		Fast	
D6	Location	Front	Side/Rear
1-2	Track	16	16
3-5	Hull	21	18
6	Turret	22	22
D6	Track Damage Table		
1	May only move at Slow speed for the rest of the game.		
2-5	Track is blown off; tank moves Out of Control (31) next turn and then comes to a halt for the rest of the game.		
6	Track is blown off and Hellhound flips over; wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model aboard; on a 4+ they are slain in the crash. Surviving models may dismount as normal.		
D6	Hull Damage Table		
1	Driver is slain. Unless his position is taken over, the Hellhound moves out of control for the rest of the game.		
2-3	Explosion rips through the crew compartment; each crew member must roll a 4+ on D6 to avoid being slain.		
4	Engine explodes, killing crew instantly. Hellhound is spun around to face a random direction, then comes to a halt for the rest of the game.		
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).		
6	Ammunition explodes; Hellhound is destroyed; any models inside are slain, and any models within 2D6" suffer a hit as by an Inferno Cannon.		
D6	Turret Damage Table		
1	Inferno Cannon is damaged and may only be fired if you first roll a 4+ on D6 .		
2	Turret is jammed, and may no longer rotate. Inferno Cannon may only fire in a straight line at targets that are directly in front of it.		
3	Turret gunner slain.		
4-6	Ammunition explodes; the Hellhound is destroyed. All models inside are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a -6 save modifier.		

Leman Russ Battle Tank

205 points

Tracked Vehicle (30). Includes a crew (124) of **1** Driver and **4** Gunners. All vehicle weapons come with a Targeter (240, +1 to hit).

Weapons

One Heavy Bolter (254) one each side with a 180° arc to the appropriate side; one Lascannon (255) with a 90° forward arc, and a Battlecannon (262) in the turret with a 360° arc of fire.

Ram		Speed			
Str	Dmg	Save Mod	Slow	Combat	Fast
8	D12	-5	5"	10"	20"
Armour					
D6	Location	Front	Side/Rear		
1	Track	16	16		
2-3	Hull	22	18		
4	Heavy Bolter	17	17		
5-6	Turret	25	22		
D6	Track Damage Table				
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves Out of Control (31) next turn and then comes to a halt for the rest of the game.				
6	Blown off; resulting damage flips the vehicle over. Wreck comes to rest D6" away in a random direction; any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model on board; on a 4+ , they are slain. Surviving models may disembark (31) as per normal rules.				
D6	Hull Damage Table				
1	Lascannon is destroyed.				
2-3	Roll a D6 for each crew member; on a 4+ they are slain.				
4	Engine explodes, killing crew instantly. Tank is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes; tank is destroyed and any models within 3" suffer D6 S10 hits with a -3 save modifier.				
D6	Heavy Bolter Damage Table				
1	Bolter is damaged and may only be fired if you first roll a 4+ on D6 .				
2-5	Bolter is destroyed.				
6	Bolter is destroyed — but a flashback explosion forces a roll on the Hull Damage Table above.				
D6	Turret Damage Table				
1	Battlecannon is damaged and may only be fired if you first roll a 4+ on D6 .				
2	Turret is jammed, and may no longer rotate. Battlecannon may only fire in a straight line at targets that are directly in front of it.				
3	Turret gunner is slain.				
4-6	Ammunition explodes; the tank is destroyed. All crew are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a -6 save modifier.				

Leman Russ Demolisher Siege Tank

190 points + sponson armament

Tracked Vehicle (30). Includes a crew (124) of **1** Driver and **4** Gunners. All vehicle weapons come with Targeters (240, +1 to hit).

Weapons

Mounts a Lascannon (255) with a 90° forward arc of fire, and a Demolisher Cannon (262) in the turret with a 360° arc of fire. The Demolisher Cannon can only be fired if the tank remained stationary that turn.

Options

Both sponsons must contain the same weapon: Heavy Bolters (254) for +30 points, MultiMeltas (256) for +90 points, or Heavy Plasma Guns (255) for +60 points. Each has a 180° arc to the side.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
9	D20	-6	4"	8"	16"
Armour					
D6	Location	Front	Side/Rear		
1	Track	17	17		
2-3	Hull	22	20		
4	Side Sponson	18	18		
5-6	Turret	25	22		
D6 Track Damage Table					
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves Out of Control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off; secondary explosion forces a roll on the Hull Damage Table below.				
D6 Hull Damage Table					
1	Lascannon is destroyed.				
2-3	Roll a D6 for each crew member; on a 4+ they are slain.				
4	Engine explodes, killing crew instantly. Tank is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes; tank is destroyed and any models within 3" suffer D6 S10 hits with a -3 save modifier.				
D6 Side Sponson Damage Table					
1	Sponson weapon is damaged and may only be fired if you first roll a 4+ on D6 .				
2-5	Sponson weapon is destroyed.				
6	Sponson weapon is destroyed — but a flashback explosion forces a roll on the Hull Damage Table above.				
D6 Turret Damage Table					
1	Demolisher Cannon is damaged and may only be fired if you first roll a 4+ on D6 .				
2	Turret is jammed, and may no longer rotate. Demolisher Cannon may only fire in a straight line at targets that are directly in front of it.				
3	Turret gunner is slain.				
4-6	Ammunition explodes; the tank is destroyed. All crew are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a -6 save modifier.				

Imperial Guard Units

Sentinel Squadron

75 points/Sentinel (1-3x)

Walker/Dreadnought (31). Includes a crew (124) of **1** Driver.

Weapons

One Assault Cannon (253) with a 90° arc of fire to the front, with a Targeter (240, +1 to hit).

Ram			Speed		
Str	Dmg	Save Mod	Walk	Run/Charge	
6	D6	-3	8"	16"	
			Armour		
D6	Location	Front			Side/Rear
1-2	Legs	15			15
3	Assault Cannon	15			15
4-5	Body	15			15
6	Driver	—	—		
D6 Legs Damage Table					
1	May not move next turn.				
2	Staggers D3" in a random direction next turn.				
3-4	May only limp D3" per turn.				
5-6	Leg is blown off and Sentinel crashes to the ground (effectively destroyed).				
D6 Weapon Damage Table					
1	Assault Cannon is jammed/damaged and only works if you first roll a 4+ on D6 .				
2-5	Assault Cannon destroyed.				
6	Explodes, slaying the driver.				
D6 Body Damage Table					
1	Controls are damaged; may only move or attack if you first roll a 4+ on D6 .				
2-3	Driver slain.				
4-6	Engine explodes, slaying the driver and causing D3 S6 hits with a −2 save modifier to all models within 3" .				
Driver Damage Table					
	Roll to see if the driver is slain using normal shooting rules (33); if he is slain, the Sentinel moves out of control (31) for one turn and then crashes to the ground.				

Support

<25%

Allies

Allied forces may include any Space Marine (167) Chapter [Blood Angels (184), Dark Angels (184), Legion of the Damned (191), Space Wolves (197), Ultramarines (203)], Imperial Agents (108), or Sisters of Battle (153). Additional allies may be chosen from the Squats (207) or Eldar (84; Avatars are forbidden) army lists. All units may ignore normal composition requirements.

Special Characters

Counts as Command

Lord Commander Solar Macharius**105 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Macharius	4	6	6	4	4	4	6	4	10

Wears Carapace Armour (4+ save). Armed with a Bolt Pistol (260) and Chainsword (250). Immune to psychology (54) and automatically passes any Leadership test (54). Any Imperial Guard within **12"** may take use his Leadership for any Break tests (53). When he charges (29), Macharius adds **+D6** to his Combat Score. If present, he must be your army commander; he has a Strategy Rating (12) of **D6**.

Options

May carry up to **3** Wargear Cards (19).

Special Rules

If the Strategy Rating roll is **4-6**, no barrages (118) are permitted before the game begins. If the roll is a **6**, all reserves (117) must be deployed immediately — before the game begins.

Commissar Yarrick**135 points, 170 points including special wargear (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Yarrick	4	6	6	4	4	3	6	3	10

Wears Carapace Armour (4+ save), and is armed with a Storm Bolter (248) and a Laspistol (260). Provides a Strategy Rating (12) of **2**. Commissars are immune to psychology (54). A squad which includes Commissar Yarrick will automatically pass any Leadership test (54) it is required to take. Additionally, any Imperial Guard unit which has line of sight to Yarrick and Yarrick is closer to the enemy than the unit, that unit will also automatically pass any Leadership-based tests required of it. If Yarrick suffers a hit which reduces him to **0** Wounds or less, roll a **D6**; on a **1-3**, Yarrick receives an additional Wound and may keep fighting. Make this check *every time* Yarrick suffers damage that would otherwise be terminal.

Options

Yarrick may carry up to **3** Wargear Cards; these will always be the Bale Eye (222), a Force Field (229), and the Battle Claw (222).

Colonel Shaefer**+10 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Shaefer	4	6	6	4	4	3	6	3	9

You may upgrade the Colonel of a Command HQ (121) squad to Shaefer for the points cost shown above. Shaefer is armed with a Laspistol (260) and a sword (252) and wears Carapace Armour (4+ save).

Special Rules

Instead of the normal Command HQ squad, Colonel Shaefer must be accompanied by one squad of penal troopers—his Last Chancers. They are purchased as normal as any single unit from the Battle Line section of the army list, and count towards the Battle Line points total for the army, and has all the normal options and special rules for a regular squad of that type. Shaefer and his Last Chancers form a single unit and cannot choose to separate during the battle. So long as Shaefer is alive, the unit automatically passes all Leadership tests (54) (this includes divided heavy weapons squads). So long as Shaefer is alive, any member of his squad may re-roll failed shooting to-hit rolls and any fumbles in hand-to-hand combat. Any re-roll result must be accepted.

Captain Al'rahem of Tallarn**+25 points including Wargear (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Al'rahem	4	5	5	4	4	2	5	2	8

You may upgrade the Captain of a Command HQ (121) squad to Al'rahem for the points cost shown above. Al'rahem is armed with a Plasma Pistol (261) with a Targeter (240, +1 to hit), a Power Sword (252), and the Claw of the Desert Tigers (224), and wears Carapace Armour (4+ save).

Captain Chenkov of Valhalla

+40 points including Wargear (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chenkov	4	5	5	4	4	2	5	2	8

You may upgrade the Captain of a Command HQ (121) squad to Chenkov for the points cost shown above. Chenkov is armed with a Bolt Pistol (260), Power Sword (252), Frag and Krak (276) grenades, and wears Carapace Armour (4+ save). At the start of a game in which Chenkov is in your army, roll a **D6**; this is the number of re-rolls against Leadership-based tests you are allowed during the course of the game. In addition, so long as Chenkov is alive, one re-roll is added every time the enemy receives Victory Points (19) for wiping out or breaking a unit.

Options

Chenkov is allowed up to 2 Wargear Cards (19).

Captain Mogul Kamir

+29 points including Wargear (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mogul Kamir	4	5	5	4	4	2	5	2	8

You may replace the Lieutenant of a Rough Rider Command Squad (121) with Captain Kamir for the cost shown above; the squad now functions as a Command HQ (121). Provides a Strategy Rating (12) of 2. Kamir is armed with a Hunting Lance (250), a Bolt Pistol (260), Laspistol (260), Frag and Krak (276) grenades, and wears Carapace Armour (4+ save). He also comes with 2 wargear items: the Eye of the Falcon (228, +1 to hit) and the Crushing Arm of Kamir (225).

Nork Deddog, Ogryn Bodyguard

67 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nork	6	5	4	5	5	3	5	2	9

Nork wears Carapace Armour (4+ save), and is equipped with a Ripper Gun (248) and Frag (276) grenades. Nork may be assigned to a Commander or Commissar model, and must stay within 2" of him at all times. Any shooting hit on the commander he protects may be taken by Deddog if he is within 2". You may decide whether to work out the shot against Deddog or against his commander.

Stumper Muckstart, Ratling Sharpshooter

45 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Stumper	4	2	4	2	2	1	5	1	6

Wears Flak Armour (117, 6+ save). Armed with a Needle Sniper Rifle (247). May infiltrate (18). At the start of the Shooting Phase (33), roll a **D3** to determine how many shots Stumper may fire that turn. These shots can be directed against any enemy target within range and line-of-sight, regardless of which models are the closest. As an alternative to firing **D3** separate shots, Stumper may fire a single shot which reduces his target's armour save by a further **D3** (e.g., from -2 to -4).

NECRONS

NECRON RULES

Deployment

The Necron player always deploys last and always gets the first turn.

Disruptor Zone

If a vehicle or a dreadnought is within **6"** of a Necron at the start of its turn, then it must roll a **4+** on **D6** to move at all that turn. Even if successful at this roll, its movement is halved that turn. Any weapon attempting to shoot suffers a **-1 To Hit** penalty for each Necron within **6"**. Enemies in close combat (38) may not use the Strength of any close combat weapons when resolving hits; use the Strength of the model itself. This rule applies to all weapons, including Tyranid (211) weaponry.

Isolation

Necrons ordinarily must maintain squad coherency (18) as is normal for a squad. However, "active" Necrons do not need to maintain this coherency with Necrons which have been downed in combat and are attempting to repair (133) themselves. Thus a Necron which repairs itself may find itself outside of normal coherency to the rest of its squad. Necrons in such a condition are said to be *isolated*.

Necrons which recover must try to join up with a Necron unit of the same type as themselves or with another individual model of the same kind. Until it does so, the Necron is isolated. Isolated Necrons cannot shoot, although fights as normal in all other respects.

Leadership and Defeat

Necrons do not take Leadership tests (54) — any test they would normally be required to take, they automatically pass. The Ld of **10** has been provided for convenience.

If the entire Necron force is reduced to **25%** or less of its original number at the start of any Necron turn, then the whole army will mysteriously vanish; the Necrons are assumed to have been driven away. Necrons which have fallen down but not yet removed can't be counted as part of the remaining force, so a Necron army can be defeated if enough models are knocked down even if they are not permanently destroyed.

Repair

Slain Necrons are not removed as casualties but are placed on their sides in a manner similar to that of a slain Tyranid with the Regeneration Biomorph (214). The Necron takes no part in the game while in this condition and cannot be further harmed. At the start of each of its controller's turns, roll a **D6**:

Roll	Effect
1	The Necron's body fails to repair itself and wastes away; remove the model as a casualty.
2-5	The Necron remains on the ground.
6	The Necron is repaired. It rises to its feet and can immediately move and fight as normal.

NECRON UNITS

Characters

<50%

Necron Lord

84 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron Lord	4	4	4	5	5	3	4	3	10

Armoured body (2+ save), carries a Staff of Light (248). In addition, note that all Necrons are subject to the Repair (133), Isolation (133), and Leadership/Defeat (133) rules for Necrons.

Squads

25%+

Necron Warrior Squad

44 points per Necron Warrior

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron Warrior	4	4	4	4	5	1	2	1	10

The unit may include between **3** and **10** Necrons, all of whom share the above stats. Armoured body (2+ save), carries a Gauss-Flayer (246). In addition, note that all Necrons are subject to the Repair (133), Isolation (133), and Leadership/Defeat (133) rules for Necrons.

Scarab

30 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scarab	8	1	0	3	8	1	2	1	10

Armoured body (2+ save). You may include up to **2** Scarabs for every **5** Necron Warriors in your Necron army. Scarabs do not form units and fight independently on the battlefield in the same manner as characters (17). Enemy troops do not have to shoot at Scarabs if they are the closest unit. In addition, note that all Necrons are subject to the Repair (133), Isolation (133), and Leadership/Defeat (133) rules for Necrons.

Instead of its normal **8"** move, a Scarab may make a leap of up to **16"**. Leaping Scarabs may move over any terrain during their leap without penalty, but are assumed to land at the end of the leap.

Scarabs attached to a vehicle or a unit with armour locations reduce the Armour Value at *all* locations by **3** while they are attached. This effect is cumulative; so a Leman Russ Battle Tank (128) with three Scarabs attached to it would have a Turret armour value of **16** from the front (**25-9**). It does not matter where the Scarabs are physically attached to the tank, since all armour locations are affected equally.

Support

<50%

Necron Destroyer

75 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Necron	4	4	4	4	5	1	2	1	10

Skimmer (31). Carries a crew (18) of 1 Necron Warrior. The Destroyer is armed with a Gauss Cannon (254) with a 90° arc of fire to the front.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
5	D4	-5	8"	20"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Necron Warrior	See below			
3-6	Destroyer	12	12		
D6 Destroyer Damage Table					
1	Gauss Cannon is destroyed.				
2	Destroyer may only move at Slow speed for the rest of the game.				
3	Roll a D6 at the start of each of the Destroyer's movement phases (28). On a 4+ , the Necron retains control and can move normally; otherwise, the Destroyer moves out of control (31) for that turn.				
4	Destroyer moves out of control and crashes to the ground, where it is destroyed. Anybody under the model when it crashes takes D3 S6 hits with a -2 save modifier.				
5	Destroyer plummets straight to the ground and is destroyed. Anybody under the Destroyer when it strikes the ground takes D3 S6 hits with a -2 save modifier.				
6	Destroyer moves out of control and then explodes spectacularly. Anyone beneath the fireball takes D6 S6 hits with a -4 save modifier.				
Necron Warrior Damage Table					
	Roll to wound the Warrior as normal; if the Necron is slain, the Destroyer moves out of control, and continues to move in this manner until it moves off the table, is destroyed, or the Necron Warrior makes a successful repair (133) roll, in which case he regains control of the vehicle.				

ORKS

Strategy Rating

Though Orks normally have a Strategy Rating (12) of only **3**, they *double* it when determining who has the first turn; this means that Orks roll **D6+6** to determine who goes first (12).

Mission Cards

Redraw the Mission Card (20) if a Witch Hunt (20) or The Assassins (20) card is drawn for Ork forces.

ORK FIELD ARTILLERY

Attacking

Ork artillery pieces are generally manned by a crew of two or more. Hits on the crew are resolved normally; if the crew is reduced to half strength or less, the weapon to which they are assigned may only be fired if you first roll a **4+** on **D6** (obviously, if all the weapon's crew are slain, the weapon may not be fired at all). The weapon itself is assumed to have an Armour Value of **10**; any penetrating shots will destroy the weapon entirely.

Moving

The crew of an Orky artillery piece may move it up to **2"** in its movement phase, but if it is moved in a turn, it may not be fired later that turn. Normally, the weapon is towed by an Ork vehicle.

ORK SPECIAL EQUIPMENT

Ork 'Eavy Armour

Provides a **4+** armour save. That's it. Nothing more.

Ork Mega-Armour

Confers a **2+** armour save and incorporates a Targeter (240, +1 to hit). In addition, if the Ork wearing this armour fails its normal armour save, it may make *another*, unmodified armour save of **4+** on **D6**.

Stormboy Jump Packs

Orky Jump Packs operate just like normal Wargear Card Jump Packs (232), except that, being Orky, they're more volatile. To represent this, instead of Scattering the wearer **D3"** from his desired landing point, roll the Artillery die and halve the distance to determine how far he misjudges. Additionally, if you roll a Misfire, then something has gone predictably Orkily wrong; roll on the table below:

1	Blow up in mid-air. The wearer is slain outright.
2	Blow up on landing. The wearer is slain outright; any models within D3" of its landing point suffer an S4 hit with a -1 save modifier.
3-5	Haywire. Scatter the wearer 3D6" away from his desired landing point.
6	Waaaagh! The wearer is borne over the horizon by the malfunctioning jump pack, but is not counted as a casualty for Victory Point purposes.

House Rule: While appropriately Orky, this is still fiddly as all hell, and skipping the scatter/artillery roll is again a common house rule, as it is for regular jump packs.

MADBOYZ BEHAVIOUR

If your army includes Madboyz (144), roll a **D6** at the start of the game (separately for each such mob) to determine the mob's insanity:

1	Afraid! The Madboyz suffer from Fear (54) of all enemy models, but are otherwise unaffected by other psychology (54) rules.
2	Duh? The Madboyz must test for stupidity (55) at the start of each turn, but are otherwise unaffected by all psychology (54).
3	Get 'em! Every Madboy suffers from hatred (55) of every enemy model on the board. They may, however, ignore any other psychology (54) rules.
4	Grrrr... All Madboyz on the board suffer from frenzy (54), all the time. They disregard all other psychology (54) rules.
5	Waaaagh! The mob is so out in left field it completely ignores every psychology (54) rule, including its own insanity!
6	Crazed! The Madboyz insanity has gone over the edge. In addition to being immune to all psychology (54), the mob gets +1 to one to the following characteristics, determined randomly: M (1), WS (2), BS (3), S (4), T (5), A (6)

At the beginning of each of your turns, roll another **D6**. On a **1-5**, the behaviour is unchanged. On a **6**, re-roll for a new insanity which takes hold from that point forward. If the unit is somehow broken (53), re-roll on the above chart whenever the unit rallies (53).

WEIRDBOYZ AND THE WAAAGH!

In the psychic phase (42), an Ork player is dealt half the number of Warp Cards (43) rolled for the warp flux (42) as normal.

Before any psychic powers are played, the Ork player must roll for each of his Weirdboyz to see if they can control the power of the Waaagh! properly. Calculate how much Waaagh! power each Weirdboy has absorbed by consulting the following table:

Number of Models within 12"	Waaagh! Power*
Gretchin (any number)	1
1-5 Orks	2
6-10 Orks	3
10+ Orks or any number of Madboyz	4
Hand-to-hand combat in the preceding phase anywhere on the battlefield**	+2

*Draw 1 extra Warp Card for each Weirdboy who absorbs a total Waaagh! Power of 4 or more that phase.

**Combat must involve Orks, Gretchin, or Madboyz.

Waaagh! power is not cumulative: you always just count the single highest source of Waaagh! power. For example, if a Weirdboy was within 12" of ten Orks (3 power) and some Gretchin (1 power), the available power for that Weirdboy is 3, not 4. Only if any applicable hand-to-hand combat occurred in the preceding hand-to-hand combat phase anywhere on the battlefield does the +2 Waaagh! power modifier stack on top. Models that are hiding or fleeing do not count towards Waaagh! power.

Weirdboyz who absorb Waaagh! power of 4 or more get an extra Warp Card, as noted on the table above. The extra Warp Card(s) are added to your hand and can be used by any Weirdboy; they do not have to be used by the one who absorbed a Waaagh! power of 4 or more. You still get the bonus Warp Card even if the Weirdboy fails to control the Waaagh! power, though he may well lose it again when he has to roll on the 'Eadbangerz Table.

Ork Rules

To control the Waaagh! power, roll a D6 and add the Weirdboy's Mastery Level (42) to it. If the Weirdboy's total score is greater than the Waaagh! power he has absorbed, he remains in control. If the roll is equal to or less than the Waaagh! power, the Weirdboy is in trouble and must roll on the 'Eadbangerz Table below.

D6 Roll	Effect
1	'Eadbang! The Weirdboy's head explodes! Remove the Weirdboy as a casualty. The heads of any models within D6" of the Weirdboy will also explode unless they can roll equal to or under their Toughness on a D6. Head explosions kill their victims regardless of armour saves and wounds.
2	I fink I'm gonna... The Weirdboy vomits out an explosive blast of Waaagh! power and collapses unconscious. The heads of any models in base-to-base contact with the Weirdboy explode unless they roll equal to or under their Toughness on a D6. Head explosions kill their victims regardless of armour saves and wounds. Place the Weirdboy model on its side: he cannot move, fight, or do anything else until the start of the next psychic phase.
3	I've fergot! The Weirdboy suffers a temporary brainstorm and forgets one of his psychic powers for the rest of the game; your opponent picks a psychic power at random from the Weirdboy's hand. The Weirdboy cannot use any psychic powers this turn.
4	My 'ead urts. The Weirdboy cannot use any psychic powers this turn, though he can still use Warp Cards to nullify enemy psychic attacks.
5	Fzzzzzzzap! Bolts of pure energy rocket out of the Weirdboy's ears, nose and mouth as he looses off his power involuntarily. Your opponent can draw one Warp Card at random out of your hand and discard it immediately.
6	Yuuurgh! The Weirdboy struggles to keep control but some psychic power slips out as poltergeist activity and swirling lights. Discard one Warp Card of your choice.

Weirdboyz more than 12" away from any Ork or Gretchin models escape the Waaagh! power, providing no applicable hand-to-hand combat took place in the preceding phase. If so, the Weirdboy can't use any psychic powers, but can use Warp Cards to nullify enemy psychic attacks as normal and does not have to roll to control the Waaagh! power (and so does not have to roll on the 'Eadbangerz Table).

An Ork player can count any Warp Card as a force card if desired. A Weirdboy could, for example, play the Weirdboy power Death Wave (requiring three force cards) by using two force cards and a Nullify card which he chooses to count as a force card to make up the number required. Nullify cards and other special Warp Cards expended as force cards by a Weirdboy are discarded when a psychic power is played just like ordinary force cards. They cannot be used again in that psychic phase even if the power is cancelled in some way.

If a Weirdboy has the Daemonic Attack (43) Warp Card played on him, he is only affected by it on a roll of 6 on a D6. Even if affected, he can still try to make the D6 roll to avoid being dragged into the warp.

ORK EQUIPMENT

Assault Weapons

Models picking from this list may select as many items as they wish.

Assault Weapon	Cost
Axe (250)	1
Sword (252)	1
Chainsword (250)	2
Power Axe (251)	7
Power Fist (252, <i>Nobz</i> and characters only)	10
Power Sword (252)	6
Autopistol (260)	1
Bolt Pistol (260)	2
Hand Flamer (260)	6
Plasma Pistol (261)	4
Replace Bolt Pistol with Boltgun (244)	+1

Heavy Weapons

Models picking from this list may select only one item.

Heavy Weapon	Cost
Auto-cannon (253)	16
Heavy Bolter (254)	10
Lascannon (255)	30
Missile Launcher (256) w/Frag and Super Krak missiles (256)	30
Multi-Melta (256)	39
Heavy Plasma Gun (255)	26
Heavy Stubber (255)	7

Special Weapons

Models picking from this list may select only one item.

Special Weapon	Cost
Boltgun (244)	3
Flamer (245)	7
Meltagun (247)	6
Plasma Gun (248)	6

Dreadnought Weapons

Ork Dreadnoughts may select up to two weapons from this list.

Weapon	Cost
Heavy Bolter (254)	<i>Free</i>
Heavy Flamer (255)	<i>Free</i>
Lascannon (255)	25
Missile Launcher (256) w/Frag and Super Krak missiles (256)	25
<i>Anti-plant (276) missiles</i>	+5

Stikkbombz

Models picking from this list may select as many items as they wish. Stikkbombz work exactly like Grenades of the same name.

Stikkbombz	Cost
Frag (276)	2
Krak (276)	3
Melta Bombs (251)	5

Armour

Models picking from this list may select only one item. Can only be taken by Character models.

Armour	Cost
Ork 'Eavy Armour (4+ save)	7
Ork Mega-Armour (136, 2+ save)	25

Transport

Models picking from this list may select only one mount.

Transport	Cost
Boar	6
Cyboar	15

BoarBoyz

Orks riding boars use standard Cavalry (16) rules, except they gain an additional +1 modifier (total of +2) to their armour saves. Models that charge (29) also get an extra +1 to their combat scores (total +2). However, boars are very difficult to control and their riders suffer a -1 penalty to their Leadership rating.

Mount	M	WS	BS	S	T	W	I	A	Ld
Warboar	7	4	0	3	4	1	3	1	3
Cyboar	10	3	0	4	3	1	4	2	3

Cyboar

Once per game, a Cyboar may move an additional D6+4 and gain an extra D4 attacks. This bonus lasts for the remainder of the current turn and may be used at any time. The additional movement and attacks are special bonuses, and are not doubled if the model charges (29).

ORK UNITS**Characters**

<50%

Warboss**65 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warboss	4	6	6	4	5	3	5	3	9

Wears Flak Armour (117, 6+ save), carries a Bolt Pistol (260). Any Ork units within 12" of the Warboss may use his Leadership rating for their Break tests (53). Provides a Strategy Rating (12) of 3.

Options

May purchase from the Armour (140), Assault (139), Special (139), Transport (140), and Stikkbombz (140) lists. May have up to 3 Wargear Cards (19). May be joined by up to 4 Gretchin Assistants (143).

Battle Standard**Ork — 50 points (0-1x)****Gretchin — 35 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork Standard Bearer	4	4	4	3	4	1	3	1	8
Gretchin Standard Bearer	4	3	4	3	3	1	3	1	6

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). Any Ork units within 12" may re-roll any failed Break test (53) once.

Options

May purchase from the Armour (140), Assault (139), Special (139), Transport (140), and Stikkbombz (140) lists. May have up to one Wargear Card (19).

Bigboss**35 points**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bigboss	4	5	5	4	5	2	4	2	8

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260).

Options

May purchase from the Armour (140), Assault (139), Special (139), Transport (140), and Stikkbombz (140) lists. May have up to two Wargear Cards (19). May be a passenger on a Nob bike (149) for an additional 20 points.

Freebooter Kaptin**35 points (0-Nx)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Freebooter Kaptin	4	5	5	4	5	2	4	2	8

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). The Kaptin will only be present as the leader of a Freebooter Pirate (145) mob.

Options

May purchase items from the Armour (140), Assault (139), Special (139), and Stikkbombz (140) lists. May have up to two Wargear Cards (19). May be accompanied by up to 4 Gretchin Assistants (143).

Blood Axe Kommando Kaptin**35 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kommando Kaptin	4	5	5	4	5	2	5	2	8

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). May infiltrate (18). The Kaptin will only be present as the leader of a Blood Axe Kommando (144) mob.

Options

May purchase items from the Armour (140), Assault (139), Special (139), and Stikkbombz (140) lists. May have up to two Wargear Cards (19).

Ork Units

Drillboss

20 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Drillboss	4	4	4	3	4	1	3	1	9

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). The Drillboss will only be present as the leader of a Stormboy Korps (144) unit. If the Stormboyz are equipped with Jump Packs (136), then the Drillboss *must* take one at a cost of +5 points.

Options

May pick equipment from the Armour (140), Assault (139), Special (139), and Stikkbombz (140) lists.

Nobz

13 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nob	4	4	4	3	4	1	3	1	8

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). Any Ork mob (145) may include one Nob to lead it, or up to two Nobz in a Goff Boyz mob (145). Nobz are part of the unit they lead, and may not operate independently.

Options

May purchase from the Armour (140), Assault (139), Special (139), and Stikkbombz (140) lists. May be a passenger on a Nob bike (149) for an additional 20 points.

Mekaniak

18 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mekaniak	4	4	4	4	4	1	3	2	7

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). Your army may always include one Mekaniak, plus one additional Mekaniak for each Evil Sunz mob (145) present.

Options

May have up to three Wargear Cards (19), and may pick equipment from the Armour (140), Assault (139), Special (139), Transport (140) and Stikkbombz (140) lists. May be armed with a Shokk Attack Gun (257) for +25 points. May be a passenger on a Nob bike (149) for an additional 20 points. May also be accompanied by up to 4 Gretchin Assistants (143).

Painboy

18 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Painboy	4	4	4	4	4	1	3	2	7

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). Your army may always include one Painboy, plus one additional Painboy for each Deathskull mob (145) present.

Options

May have up to one Wargear Card (19), and may pick equipment from the Armour (140), Assault (139), Special (139), Transport (140) and Stikkbombz (140) lists. May be a passenger on a Nob bike (149) for an additional 20 points. May also be accompanied by up to 4 Gretchin Assistants (143).

Runtherd

18 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Runtherd	4	4	4	4	4	1	3	2	7

Wears Flak Armour (117, 6+ save) and carries a Bolt Pistol (260). Your army may always include one Runtherd, plus one additional Runtherd for each Snakebite mob (145) present.

Options

May have up to one Wargear Card (19), and may pick equipment from the Armour (140), Assault (139), Special (139), Transport (140), and Stikkbombz (140) lists. May also be accompanied by up to 4 Gretchin Assistants (143).

Weirdboy

85 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Weirdboy	4	4	4	4	4	1	3	2	7
Minderz	4	4	3	4	4	1	2	1	7

Includes one Weirdboy and two Minderz. All wear Flak Armour (6+ save/5+ vs. blast markers (35)). The Minderz each carry a Bolt Pistol (260) and an axe or club (250). Is a psyker with a Mastery Level (42) of 2; select powers from the Ork (50) list. Your army may always include one Weirdboy, plus one additional Weirdboy for each Bad Moonz mob (145) present.

Options

The Weirdboy may have up to one Wargear Card (19). Either Minder may replace their Bolt Pistol with a Boltgun (244) for +1 point per model.

Weirdboy Warhead

194 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Weirdboy Warhead	4	5	3	4	5	3	5	3	8
Minderz	4	4	3	4	4	1	2	1	7

Includes one Warhead and four Minderz. All wear Flak Armour (117, 6+ save). The Minderz each carry a Bolt Pistol (260) and an axe or club (250). The Weirdboy is a psyker with a Mastery Level (42) of 4; select powers from the Ork (50) list.

Options

The Weirdboy may have up to one Wargear Card (19). Either Minder may replace their Bolt Pistol with a Boltgun (244) for +1 point per model.

Special Rules

Madboyz can take Leadership tests using the Warhead's Leadership if he is within 2" of them, even though Madboyz cannot normally benefit from another character's higher Leadership.

Ogryn Leader

Champion — 55 points

Hero — 89 points

Mighty Hero — 110 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	6	5	4	5	5	3	5	2	9
Hero	6	6	5	6	6	4	6	3	9
Mighty Hero	6	7	6	6	6	5	7	4	10

Wears Primitive Armour (6+ save) and wields an axe or club (250). Ogryns cause Fear (54). Will only be present as the leader of an Ogryn (146) mob.

Options

May wear Mesh Armour (5+ save) for +3 points. May carry an extra axe/club (250) for +1 point and/or a Ripper Gun (248) for +3 points. May have one Wargear Card (19).

Gretchin Assistants

Gretchin — 3 points

Champion — 5 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5
Gretchin Champion	4	3	4	3	3	1	3	1	6

Wears *no armour*. Armed with a Knife (250), either a Blunderbuss (244) or Autopistol (260). Gretchin Assistants may not be purchased on their own, but must accompany a character model as indicated. The character and his assistants form a single unit, and must obey the rules for squad coherency (18). Only one assistant per character may be a Gretchin Champion.

Options

May wear Flak Armour (117, 6+ save) for +1 point. May swap their Autopistol with an Autogun (244) for +1 point.

Mobz**25%+****Nobz Mob****15 points per Nob**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nob	4	4	4	3	4	1	3	1	8

The unit consists of between **3** and **15** models, all of whom share the same stats. All wear Flak Armour (117, 6+ save) and are armed with a Bolt Pistol (260), Axe (250), and Frag Stikkbombz (276).

Options

Any model may purchase equipment from the Assault (139), Special (139), Heavy (139), Transport (140), and Stikkbombz (140) lists. Any Nob may wear Ork 'Eavy Armour (136, 4+ save) for +7 points. Bad Moons Nobz may be given Mega-Armour (136) for +25 points per model.

Blood Axe Kommando Mob**14 points per model (5-20x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Blood Axe Kommando	4	4	4	3	4	1	3	1	7

The Blood Axes must be formed into a single unit, all of whom share the same stats. All wear Flak Armour (117, 6+ save) and are armed with a Bolt Pistol (260), Axe (250), and Frag Stikkbombz (276).

Options

Any model may purchase from the Assault (139) and Stikkbombz (140) lists. Up to one model may carry a Special (139) or Heavy (139) weapon.

Special Rules

This unit may infiltrate (18) and may fight in dispersed formation (18).

Madboyz Mob**10 points per model (5-30x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Madboy	4	3	3	3	4	1	2	1	7

The Madboyz must be formed into a single unit, all of whom share the same stats. All wear Flak Armour (117, 6+ save) and are armed with a Bolt Pistol (260), Axe (250), and Frag Stikkbombz (276).

Options

Any Madboy may pick equipment from the Assault (139) and Stikkbombz (140) lists.

Special Rules

Madboyz Behaviour (137) must be checked at the start of the game for each Madboyz Mob, and at the start of each of your turns. Madboyz cannot be led by any other Ork nor can they benefit from the Leadership bonuses of other Orks, with the sole exception of Weirdboy Warpheads: the latter's Leadership of 8 can be used if the Weirdboy is within 2".

Stormboyz Korps**11 points per model (5-20x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Stormboy	4	3	3	3	3	1	2	1	7

The Stormboyz must be formed into a single unit, all of whom share the same stats. Stormboyz wear Flak Armour (117, 6+ save) and carry a Bolt Pistol (260), Axe (250), and Frag Stikkbombz (276).

Options

The unit may have Stormboy Jump Packs (136) at a cost of +5 points per model. Any model may purchase from the Assault (139) and Stikkbombz (140) lists. One model may take a Special (139) or Heavy (139) weapon.

Ork Units

Ork Mob

12 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

The unit consists of between **5** and **20** models, all of whom share the same stats. All wear Flak Armour (117, 6+ save) and are armed with a Bolt Pistol (260), Axe (250), and Frag Stikkbombz (276).

Options

Any model may pick equipment from the Assault (139) and Stikkbombz (140) lists. One model may carry either a Special (139) or Heavy (139) weapon.

Mob Type

Select one of the following Ork clans:

Blood Axes	
Goff Boyz	Any Goff Boy model may be upgraded to a Skarboy for +1 point per model. Skarboyz have +1 WS and +1 S.
Freebooter Pirates	
Snakebite Boyz	The entire mob may come riding on any combination of mounts from the Transport (140) list.
Evil Sunz	The entire mob may be mounted on Warbikes (149) at a cost of +35 points per model.
Bad Moonz	Any model may purchase a Special (139) weapon. Up to two models may select a Heavy (139) weapon.
Deathskull Lootaz	Any model may carry a Heavy (139) weapon; this may be a Kustom Kombi-Weapon (232) for +15 points. Deathskull Mobz include between 3 and 10 models.

Gretchin Mob

5 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gretchin	4	2	3	3	3	1	2	1	5

The unit consists of between **10** and **40** models, all of whom share the same stats. All wear Flak Armour (117, 6+ save) and are armed with a Knife (250). Each model also has one of the following weapons: Autopistol (260), Autogun (244), or Blunderbuss (244). A Runtherd (142) can take charge of the mob, but no other character type can.

Snotling Herd

5 points per Base

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Snotling Base	4	2	2	1	1	3	3	3	4

The unit consists of between **2** and **10** bases, each with an indeterminate number of Snotlings. The stats represent the total of all Snotlings on that base. Snotlings have *no weapons* and *no armour*. Snotling mobs must be led by a Runtherd (142); no other character type can lead them.

Support

<50%

Allies

If your Ork army includes at least one Blood Axe Boyz mob, you may choose Allied vehicles and support weapons from the Imperial Guard (121) or Space Marine (167) list. All vehicles have Orky crews. Targeters normally fitted to weapons are *not* included for Orky support.

Ogryn Mob

44 points per model (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ogryn	6	4	3	5	5	3	4	2	8

The unit consists of between **1** and **10** models, all of whom share the same stats. All wear Primitive Armour (6+ save), and are armed with an axe or club (250).

Options

Any model may be given an extra axe/club (250) for +1 point, a Ripper Gun (248) for +3 points. Any model may wear Mesh Armour (5+ save) for +3 points.

Vehicles

Ork armies must include at least one Mekaniak (142) to include any vehicles other than Bikes.

Ork Crews

Included in cost of vehicle

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ork	4	3	3	3	4	1	2	1	7

Ork crews (18) share the same stats. All wear Flak Armour (117, 6+ save) and carry Bolt Pistols (260).

Big Weaponz

Each weapon includes a crew (18) of 2 Gretchin Assistants (143) wearing Flak Armour (117, 6+ save). The Gretchin are *unarmed*. Select one of the following weapons.

Pulsa Rokkit (265)	50
Smasha Gun (266)	45
Splatta Kannon (267)	60
Squig Katapult (266)	40
Traktor Kannon (268)	40

An army requires at least one Runtherd (142) in order to have a Traktor Cannon.

Ork Battlewagon

50 points

Wheeled Vehicle (30). The wagon has a crew (146) of **1** driver. May transport as many Orks as may be sensibly fitted on the back.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
8	D12	-5	8"	18"	25"
D6			Armour		
Location		Front	Side/Rear		
1	Wheel (nearest)	15	15		
2-4	Hull	20	18		
5-6	Passengers	-	-		
D6 Wheel Damage Table					
1	The Battlewagon may only travel at Slow speed for the rest of the battle.				
2-5	One of the Battlewagon's wheels is blown off. It hurtles out of control (31) next turn before coming to a permanent halt.				
6	Vehicle flips over, killing the crew. The wreck comes to rest D6" away in a random direction. Any model under it when it lands takes D6 S7 hits with a -2 save modifier.				
D6 Hull Damage Table					
1	The driver is killed. The vehicle will move out of control (31) until another model takes over.				
2-4	Crew compartment explodes. Roll a D6 for each model on board. On a 4+ , the model is killed.				
5	Engine explodes, killing everyone on board. The wreck is spun round to face in a random direction and then comes to a permanent halt.				
6	Fuel explodes, killing everyone on board. The flaming wreck moves out of control (31) next turn and then explodes. Any models within 3" of the vehicle are treated as being struck by a Heavy Flamer (255).				
Passenger Damage Table					
	Hit the passenger nearest to the attacker, or randomize if unclear. If the attack has a template, roll a D6 for each model under the template: on a 4+ they are hit.				

Ork Dreadnought

120 points

Walker/Dreadnought (31). Armed with two Power Claws (251) and 2 Dreadnought Weapons (139). An army requires at least one Painboy (142) to have a Ork Dreadnought.

Ram									
Str	Dmg	Save Mod	M	WS	BS	S	I	A	Ld
7	D10	-4	6	5	4	6	3	4	6
Armour									
D6	Location	Front	Side/Rear						
1	Legs	18	18						
2-3	Arm	16	16						
4-6	Body	20	17						
D6	Legs Damage Table								
1	May not move next turn.								
2	Staggers D3” in a random direction next turn.								
3-4	May only limp D3” per turn.								
5-6	Leg is blown off and Dreadnought crashes to the ground (effectively destroyed).								
D6	Arm Damage Table (pick one closest to attacker, or randomize if tie)								
1	Any ranged weapons in the arm may still be used, but the arm may not be used in close combat (38); deduct 1 from the Attacks of the Dreadnought from now on.								
2	Any weapons in the arm may only be used if you first roll a 4+ on D6 .								
3-5	Arm is torn from the Dreadnought’s body. Weapons mounted on the arm are destroyed, and the Attack of the Dreadnought in close combat is reduced by 1 .								
6	The arm’s weapons explode. In addition to the result noted in “3-5” above, a secondary explosion forces an immediate roll on the Body Damage Table.								
D6	Body Damage Table								
1	Dreadnought moves out of control for rest of game. It will fire its weapons at the closest target and attack anything in its path in close combat, friend or foe.								
2-4	Engine bursts into flame; the machine is immobilised. The Ork inside may fire one weapon. Roll a D6 at the beginning of each player’s turn; the machine explodes on a 1 or 2 , and any models within 3” suffer D6 S10 hits with a -3 save modifier.								
5	The Ork controlling the Dreadnought is slain. Staggers D3” in a random direction, and then collapses.								
6	The ammunition explodes. The Dreadnought is destroyed; any models within 3” suffer D6 S10 hits with a -3 save modifier.								

Ork Nobz Bike

20 points + cost of Nob (142) passenger

The Bike comes with crew (146) of **1** driver.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
5	D4	-2	8"	12"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Rider	-	-		
3-6	Bike	10	12		
D6	Bike Damage Table				
1	For the rest of the game, the bike may only move at Slow Rate.				
2-3	Roll a D6 at the start of each of the bike's movement phases (28); on a 4+ , the rider can control the bike normally; otherwise, the bike moves out of control (31) for that turn.				
4	Bike flips over, killing the crew. The wreck comes to rest D6" away in a random direction. Any model under it when it lands takes D3 S6 hits with a -2 save modifier.				
5	Engine explodes, killing the crew. The wreck hurtles out of control next turn before coming to a permanent halt.				
6	Fuel explodes, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Driver/Passenger Damage Table					
	Roll to hit the driver or passenger (the one closest to the attacker; randomize if unclear), using the normal shooting rules (33). If the driver dies, the bike goes out of control next turn and is destroyed. The Nob may leap to the ground (31) before this happens.				

Ork War Bike

45 points

The Warbike has a crew (146) of **1** driver.

Weapons

The bike mounts twin-linked (36) Auto-cannon (253) with a 90° arc of fire to the front.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
5	D4	-2	8"	12"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Rider	-	-		
3-6	Bike	10	12		
D6	Bike Damage Table				
1	The twin Auto-cannon are destroyed.				
2	For the rest of the game, the bike may only move at Slow Rate.				
3	Roll a D6 at the start of each of the bike's movement phases (28); on a 4+ , the rider can control the bike normally; otherwise, the bike moves out of control (31) for that turn.				
4	Bike flips over, killing the rider. The wreck comes to rest D6" away in a random direction. Any model under it when it lands takes D3 S6 hits with a -2 save modifier.				
5	Engine explodes, killing the rider. The wreck hurtles out of control (31) next turn before coming to a permanent halt.				
6	Fuel explodes, killing the rider. The flaming wreck hurtles out of control (31) next turn and then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Rider Damage Table					
	Roll to see if the rider is killed using normal shooting rules (33). If the rider is killed, the bike will go out of control next turn and then flip over and be destroyed.				

Ork Scorcher

50 points

Wheeled Vehicle (30). The Scorcher has a crew (146) of **1** driver and **1** gunner. It also carries a Snotling pumper, but everyone knows Snotlings don't count.

Weapons

Mounts a Heavy Flamer (255) with a 360° field of fire.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-2	8"	20"	30"
			Armour		
D6	Location	Front	Side/Rear		
1	Driver	-	-		
2	Turret	12	12		
3-5	Scorcher	10	12		
6	Fuel Tank	12	12		
D6 Turret Damage Table					
1-2	The Heavy Flamer is destroyed.				
3-6	Roll to see if the gunner is killed using the normal shooting rules. If so, the Heavy Flamer may no longer be used.				
D6 Scorcher Damage Table					
1	A track is blown off. The vehicle moves out of control (31) next turn and then comes to a permanent halt for the remainder of the battle.				
2-3	Roll a D6 at the start of each of the bike's movement phases (28); on a 4+ , it moves normally normally; otherwise, it moves out of control (31) for that turn.				
4	Vehicle flips over, killing the crew. The wreck comes to rest D6" away in a random direction. Any model under it when it lands takes D6 S7 hits with a -2 save modifier.				
5	Engine explodes, killing the crew. The wreck hurtles out of control (31) next turn before coming to a permanent halt.				
6	Fuel explodes, killing the crew. The flaming wreck hurtles out of control (31) next turn and then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
D6 Fuel Tank Damage Table					
1	The Snotling pump attendant is killed. Next turn the Scorcher may fire as normal. The turn after that the Heavy Flamer is treated as a regular flamer. The turn following it functions as a hand flamer, and the turns following that it no longer functions.				
2	If the vehicle stops for any reason, the vehicle explodes as described directly below.				
3-6	Fuel explodes, killing the crew. Any models within 2D6" of the vehicle are treated as being struck by a Heavy Flamer (255).				
Driver Damage Table					
	Roll to see if the driver is killed using the normal shooting rules. If so, the Scorcher will move out of control (31) for the remainder of the game.				

Ork War Buggy

45 points

Wheeled Vehicle (30). The buggy has a crew (146) of **1** driver and **1** gunner.

Weapons

The buggy mounts twin-linked (36) Heavy Bolters (254) with a 360° field of fire.

Options

You may replace the Heavy Bolters with a single Heavy Plasma Gun (255) for **+5** points, a Lascannon (255) for **+10** points, a Multi-Melta (256) for **+20** points or twin-linked (36) Auto-cannons (253) for **+15** points.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	8"	16"	30"
Armour					
D6	Location	Front	Side/Rear		
1-3	Crew (nearest)	-	-		
4-6	Buggy	10	10		
D6	Buggy Damage Table				
1	The Buggy's weapons are destroyed.				
2-3	A wheel is blown off. The vehicle moves out of control (31) next turn and then comes to a permanent halt for the remainder of the battle.				
4	Roll a D6 at the start of each of the War Buggy's movement phases (28); on a 4+ it moves normally; otherwise it moves out of control (31) for that turn.				
5	Engine explodes, killing the crew. The wreck hurtles out of control (31) next turn before coming to a permanent halt.				
6	Fuel explodes, killing crew. The flaming wreck hurtles out of control (31) next turn and then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Crew Damage Table					
	Hit the crew nearest to the attacker, or randomize if unclear. Roll to see if the crewman is slain as normal. If the driver is slain, then the vehicle will move out of control (31) for the remainder of the game or until the gunner takes over.				

Ork Wartrak

50 points

Tracked Vehicle (30). The Wartrak has a crew (146) of **1** driver and **1** gunner.

Weapons

Mounts twin-linked (36) Heavy Bolters (254) with a 360° field of fire.

Options

You may replace the Heavy Bolters with a single Heavy Plasma Gun (255) for **+5** points, a Lascannon (255) for **+10** points, a Multi-Melta (256) for **+20** points or twin-linked (36) Auto-cannon (253) for **+15** points.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-2	10"	20"	28"
Armour					
D6	Location	Front	Side/Rear		
1-3	Crew (nearest)	-	-		
4-6	Wartrak	10	12		
D6	Bike Damage Table				
1	The weapons are destroyed.				
2	Track blown off. The vehicle moves out of control (31) next turn and then comes to a permanent halt for the remainder of the battle.				
3	Roll a D6 at the start of each of the Wartrak's movement phases (28); on a 4+ , the vehicle moves normally; otherwise, it moves out of control (31) for that turn.				
4	Vehicle flips over, killing the crew. The wreck comes to rest D6" away in a random				

Ork Units

	direction. Any model under it when it lands takes D6 S7 hits with a -2 save modifier.
5	Engine explodes, killing the crew. The wreck hurtles out of control (31) next turn before coming to a permanent halt.
6	Fuel explodes, killing the crew. The flaming wreck hurtles out of control next turn and then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .
Crew Damage Table	
	Hit the crew nearest to the attacker, or randomize if unclear. Roll to see if the crewman is slain as normal. If the driver is slain, then the vehicle will move out of control (31) for the remainder of the game or until the gunner takes over.

Ork War Trukk

40 points

Wheeled Vehicle (30). The War Trukk has a crew (146) of **1** driver and **1** gunner. May transport as many Orks as may be sensibly fitted on the back.

Weapons

The buggy mounts a Heavy Bolter (254) with a 180° field of fire.

Options

You may replace the Heavy Bolter with a twin-linked (36) Heavy Bolter (254) for **+10** points.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	8"	16"	30"
Armour					
D6	Location	Front	Side/Rear		
1-3	War Trukk	12	12		
4-6	Passengers	-	-		
D6	War Trukk Damage Table				
1	The weapons are destroyed.				
2-3	A wheel is blown off. The vehicle moves out of control (31) next turn and then comes to a permanent halt for the remainder of the battle.				
4	Roll a D6 at the start of each of the War Trukk's movement phases (28); on a 4+ , it moves normally; otherwise, it moves out of control (31) for that turn.				
5	Engine explodes, killing the crew. The wreck hurtles out of control (31) next turn before coming to a permanent halt.				
6	Fuel explodes, killing crew. The flaming wreck hurtles out of control (31) next turn and then explodes, causing D3 S8 hits with a −3 save modifier to all models within 3" .				
Passenger Damage Table					
	Hit the passenger or crew nearest to the attacker, or randomize if unclear. Roll to see if the target is slain as normal. If the attack has a blast marker, any models under the template are struck on a D6 roll of 4+ .				

Special Characters

Counts as Characters

Ghazghkull Mag Uruk Thraka, Mighty Goff Warlord and Leader of the Waaagh!

135 points; 180 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ghazghkull	4	7	6	4	5 (+1)	4	5	3	10

Ghazghkull may be included in an Ork army as its commander instead of a Warboss. Wears Ork Mega-Armour (136, **2+** save, **4+** unmod save if first fails). Armed with a Bolt Pistol (260), Power Sword (252), Frag Stikkbombz (276), and Krak Stikkbombz (276). Provides a Strategy Rating (12) of **3**.

Options

May purchase from the Armour (140), Assault (139), Special (139), Transport (140), and Stikkbombz (140) lists. May carry up to **3** Wargear Cards (19), one of which must be a Kustom Shoota (272) and one of which must be Ghazghkull's Adamantium Skull (230).

Special Rules

Once per game Ghazghkull may call on the Orks gods Mork and Gork to invoke the power of the Waaagh! He may do this at any time, including his opponent's turn. As soon as he does this, any fleeing Ork models immediately rally. For the remainder of the turn and all of the following turn he is immune to any damage – and all Orks, himself included, receive a **+1** modifier in hand to hand combat (38).

Kaptin "Flash Git" Badrukk

100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Badrukk	4	6	6	4	5	3	5	3	9

Badrukk may be included in an Ork army instead of one of the army's normal Freebooter Kaptins. Wears Ork 'Eavy Armour (**4+** save). Armed with a Bolt Pistol (260), Power Fist (252), and a Ripper Gun (248).

Options

May purchase from the Armour (140), Assault (139), Special (139), Heavy (139), Transport (140), and Stikkbombz (140) lists.

Special Rules

If Badrukk is included in an Ork army then up to one band of Freebooter Pirates bought from the Mobs section may be upgraded to Flash Gitz at no additional points cost. This scurvy band of cutthroats and rogues has the following characteristics:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Flash Git	4	4	4	3	4	1	3	1	7

In addition to having the normal Freebooter Pirate equipment, each Flash Git may have up to **1** Wargear card.

Mad Doc Grotsnik, Deathskull Painboy

39 points; 82 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Grotsnik	4	5	5	4 (+2)	5	1 (+2)	5	2	8

Grotsnik may be included in an Ork army in place of one of the army's normal Painboyz. Has Cybork Body (252) (Armour **15**). Armed with a Power Fist (252) and Doc's Tools (248).

Options

May purchase from the Heavy (139), Special (139), Transport (140), and Stikkbombz (140) lists.

Special Rules

Follows the Madboy behaviour rules; is not allowed to join or lead any mobs and must always remain on his own. He cannot be part of a Madboyz mob.

Makari, Ghazghkull's Battle Standard Bearer

70 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Makari	4	3	4	3	3	1	3	1	6

Makari can be included in an Ork army that includes Ghazghkull instead of the army's normal Battle Standard bearer. He must attempt to remain within 2" of Ghazghkull at all times. Carries a hand weapon.

Special Rules

Makari owes his longevity to his extraordinary good luck, represented by a saving throw of 2+ on a D6. This is never modified for any reason, and he gets it against any and all damage that he suffers for any reason.

Nazdreg Ug Urdgrub, Bad Moon Warlord

125 points; 145 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Nazdreg	4	6	6	4	5	3	5	3	9

Your army may include Nazdreg as its commander instead of a Warboss. Wears Ork Mega-Armour (136, 2+ save, 4+ unmod save if first fails). Armed with a Bolt Pistol (260), Power Fist (252), Frag Stikkbombz (276), and Krak Stikkbombz (276). Provides a Strategy Rating (12) of 3.

Options

May purchase from the Armour (140), Assault (139), Special (139), Heavy (139), Transport (140), and Stikkbombz (140) lists. May carry up to 4 Wargear Cards (19), one of which must be a Kustom Shoota (272).

Special Rules

You may take an extra D3-1 Strategy Cards (21) at the start of the game.

Zodgrod Wortsnagga, Snakebite Runtmaster

45 points; 65 points with special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Zodgrod	4	6	6	4	5	3	5	3	9

Zodgrod may be included an Ork army in place of one of the army's normal Runtherdz. Wears Ork 'Eavy Armour (4+ save). Armed with a Bolt Pistol (260).

Options

May purchase from the Armour (140), Assault (139), Special (139), Transport (140), and Stikkbombz (140) lists. May carry up to 2 Wargear Cards (19), one of which must be a Runtherd Grabba-Stick (237).

Special Rules

If Zodgrod is included with an Ork army then one mob of Gretchin or Snotlings bought at additional cost from the Mobs section of the army list may be upgraded to 'Super-Runts' at no additional cost in points. Super-Runts have enhanced abilities as a result of their selective breeding and thorough training, which is shown by the following set of characteristics:

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Super Gretchin	4	3	3	3	3	1	4	2	7
Super Snotlings	4	3	2	2	2	4	4	4	6

Zodgrod will not allow Super Snotlings to be fired through a Shokk Attack Gun, as they are far too precious!

Wazdakka Gutzmek, Evil Sunz Mekaniak and Bad Ork Bikeboy

66 points; 192 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wazdakka	4	6	6	4	5	3	5	3	9

Wazdakka may be included in an Ork army instead of one of the army's normal Mekaniaks. Wears Ork Mega-Armour (136, 2+ save, 4+ unmod save if first fails). Armed with a Power Fist (252), Frag Stikkbombz (276), Krak Stikkbombz (276), and Blind Stikkbombz (276).

Options

May carry up to 2 Wargear Cards (19).

Ork Units

Transport

Wazdakka rides a specially kustomised warbike that uses the following 4 Vehicle Cards (280): Kustom Force Field (232), Squig Fuel Injector (283), Supercharged Engine (281), Reinforced Armour (280). In addition, the warbike is fitted with a Battlecannon (262), an Auto-Launcher (244) with Frag Stikkbombz (276) and Blind Stikkbombz (276), as well as the normal warbike Auto-cannon (253). The auto-cannon and battle cannon are linked and must fire at the same target, although the Auto-cannon can use their sustained fire ability to hit targets within 4" of the primary target. The Battlecannon can always fire, even if the Auto-cannon is jammed. Wazdakka and his warbike are pushed **D3"** directly backwards ever time the Battlecannon is fired, and will collide with any model or obstacle they hit.

Special Rules

Wazdakka is a highly skilled biker, and adds +2 to the dice roll when he rolls on the Bike Skid Turn table. Unfortunately he is very reluctant to slow down or stop once his bike is moving. To represent this, he may not decrease his speed compared to a previous turn (e.g. from Combat speed to Slow speed) unless he takes and passes a speed test on a **D6** first.

- 1-3 Slows Down
- 4-5 Same Speed
- 6 Yaaaaaargh! The vehicle accelerates to its maximum speed.

SISTERS OF BATTLE

This army list is collectively referred to as an Ecclesiarchy list. Ecclesiarchy characters and units are divided into two types: Adepta Sororitas and Adeptus Ministorum.

SACRED RITES

Some Ecclesiarchy characters may lead a squad they accompany in the Sacred Rites. The Rites apply to all members of the squad and any characters who start the battle in squad coherency (18) with them, including the character leading the Rites. Ecclesiarchy characters refuse to lead Ogryns and Ratlings in the Sacred Rites, even though Ecclesiarchy characters can join their squads, and cannot lead any Space Marine, Adeptus Mechanicus, or Inquisitor characters that join them. If a character leading a squad in the Sacred Rites subsequently leaves the unit, both the character and the squad lose their Rite benefit for the rest of the battle.

Roll a D6 just before the battle begins for each squad that will receive the Rites, and add the following modifiers to the die roll (all modifiers are cumulative):

- Squad led by Canoness: **+3**
- Squad led by Veteran Seraphim Superior: **+2**
- Squad led by Sister Superior: **+1**
- Squad led by Missionary Major Hero: **+1**
- Character leading the squad has the Litanies of Faith Relic: roll two dice and choose which one to apply
- Helena the Virtuous anywhere in your army: **+1**
(treat results of **10** for squads not directly led by Helena as **9**).
- One or more psykers anywhere in your army: **-1**

D6	Sacred Rites Effect
1	No effect.
2	The squad is immune to Fear (54) and Terror (55).
3	The squad becomes subject to Frenzy (54).
4	The squad adds +1 to its Leadership (max 10).
5	The squad hates (55) the enemy.
6	Each squad member has a 4+ psychic save on a D6 . This is not a Nullify (44); roll for each individual model.
7	The squad automatically passes all psychology (54) and Break tests (53) it is required to make.
8	The squad may ignore the choosing a target (33) rules.
9	Once per battle at the end of the Shooting Phase (33) the squad may fire again. All other weapon rules still apply.

SISTERS OF BATTLE EQUIPMENT

Armour

Models picking from this list may select only one item. A shield may be taken in addition to armour.

Armour	Cost
Flak Armour (117, 6+ save, 5+ vs. template weapons)	1
Mesh Armour (5+ save)	3
Carapace Armour (4+ save)	7
Primitive Shield (235, +1 save vs. primitive weapons)	1

Militia Basic Weapons

Models picking from this list may select as many items as you wish.

Weapon	Cost
Bow (244)	½
Axe (250)	1
Crossbow (244)	1
Flail (250)	1
Polearm (251)	1
Sword (252)	1
Autopistol (260)	1
Autogun (244)	1
Laspistol (260)	1
Musket (247)	1
Stub Gun (261)	1
Lance (251)	2
Lasgun (247)	2

Militia Special Weapons

Models picking from this list may select as many items as you wish.

Weapon	Cost
Bolt Pistol (260)	2
Shotgun (248)	2
Boltgun (244)	3
Hand Flamer (260)	7
Heavy Stubber (255)	7

Assault Weapons

Models picking from this list may select as many items as you wish.

Weapon	Cost
Laspistol (260)*	1
Bolt Pistol (260)	2
Chainsword (250)*	2
Plasma Pistol (261)	4
Power Maul (252)	5
Power Sword (252)	6
Hand Flamer (260)	7

*Not permitted to Adepta Sororitas models.

Heavy Weapons

One per model. Each item on this list comes with a Targeter (240, +1 to hit).

Weapon	Cost
Meltagun (247)	6
Flamer (245)	7
Heavy Bolter (254)	10
Heavy Flamer (255)	20
Multimelta (256)	48

Special Weapons

One per model.

Weapon	Cost
Handbow (246)	½
Lasgun (247)	2
Shotgun (248)	2
Boltgun (244)	3
Meltagun (247)	7
Plasma Gun (248)	7
Flamer (245)	8

Grenades

Models picking from this list may select as many items as you wish.

Grenade Type	Cost
Frag (276)	2
Krak (276)	3
Plasma (278)	3
Melta Bombs (251)	6

Mounts

With your opponent's permission, you may field Frateris Milita (163) and non-Adepta Sororitas characters on horses. This costs +3 points per model and increases the model's Movement to 8". All the rules for Cavalry (16) apply, so the model gains +1 to their armour save. The mounts have no attacks of their own.

Relics

An Ecclesiarchy character may take a Relic instead of a Wargear Card (19), or may take an ordinary Wargear card and treat it as a Relic at twice the normal points cost. For example, a character that could take one Wargear card and one Relic may have 1 of each, 2 Wargear cards (one at double cost), or 2 Relics. Relics that have an area of affect do not confer any bonus to Space Marine or Adeptus Mechanicus models (Inquisition models do benefit).

Axe of Retribution: 20 points

See the weapon profile (269) for more information.

Blade of Admonition: 7 points

See the weapon profile (269) for more information.

Book of St. Lucius: 5 points

Any troops within 8" of the character at the start of the Rally Phase (53) may use the character's Leadership for their test to rally. They may attempt to rally even if they are not in cover or would otherwise not be able to do so.

Brazier of Holy Fire: 18 points

Once per battle the Brazier can be used as a Heavy Flamer (255) you can move and fire with (as it is not a true heavy weapon). See the weapon profile (269) for more information.

Cloak of St. Aspira: 5 points

A character wearing the cloak may add +1 to any armour saving throws derived from physical armour. Field saves or any other type of saves are unaffected. Only one cloak may be worn.

Flail of Chastisement: 8 points

See the weapon profile (271) for more information.

Litanies of Faith: 8 points

A character with the Litanies of Faith leading a squad in the Sacred Rites (157) can roll 2 dice and choose which one to apply.

Medicus Ministorum: 15 points

The bearer can spend their shooting and close combat phase doing nothing and then make a Leadership test (54); if the bearer passes the test, one injured model in base contact heals 1 Wound. A model with 0 Wounds is raised to 1 Wound. Must be done no later than the turn after the model receives the Wound. Characters cannot heal themselves.

Phial of Dolan: 10 points

The character may drink the contents of the vial at the start of any turn. For the rest of the player's turn the character's Strength and Toughness are increased by D3 each (roll separately). One use only.

Praesidium Protectiva: 8 points

Requires a free hand to use, and may parry (39) a close combat (38) attack in the character's front arc, and provides an unmodified 4+ saving throw on a D6 against close combat attacks. If a roll of 6 is made for the save, the attacking model receives the hit instead. Has no effect on shooting attacks.

Purity Seal: 8 points

The bearer is not affected by Fear (54) or Terror (55). If the bearer is targeted by a psychic attack they will be unaffected on a D6 roll of 4+. The attack is not Nullified (44); other models may be affected even if the character is not. Ceases to function once it has successfully protected its bearer from one psychic attack. Unlike other Relics, any character allowed to take "Imperium Only" wargear can purchase a Purity Seal; it counts as a Wargear Card (19).

Rosarius: 10 points

Contains a Conversion Field (225).

Simulacrum Imperialis: 5 points

Any unit with line of sight to the Simulacrum automatically passes the first Leadership test (54) it is required to make in the game.

Staff of Belief: 12 points

See the weapon profile (274) for more information.

Tears of the Emperor: 15 points

The phial can be thrown just like a grenade and uses a 2" blast marker. Any daemon affected takes a wound on a D6 roll of 4+, which cannot be resisted by its daemonic aura (58). One use only.

SISTERS OF BATTLE UNITS

Characters

<50%

Canoness

85 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Canoness	4	6	7	4	5	3	7	3	10

Adepta Sororitas. Wears Power Armour (3+ save). Armed with a Boltgun (244), Bolt Pistol (260) and Frag (276) grenades. May perform Sacred Rites (157) (adds +3 to the roll). Has a Strategy Rating (12) of 4. Sororitas within 12" may use her Leadership for their Break tests (53).

Options

May purchase Assault (158) weapons and Grenades (159). May have 1 Wargear Card (19) and up to 2 Relics (159). May be equipped with a Jump Pack (232) for +5 points.

Bodyguard

May be accompanied by a bodyguard of 5 Seraphim (163), armed with Boltguns (244) and Frag (276) grenades, at a cost of 150 points (which comes from your Squads allowance, not Characters). The bodyguard may be armed with Grenades (159), and may exchange their Boltgun for two Bolt Pistols (260) and be equipped with Jump Packs for +30 points. Each Seraphim may in turn swap their Bolt Pistols for hand flamers for +10 points. The Canoness is the leader of the bodyguard unit and all models must obey the rules for squad coherency (18).

Special Rules

The Canoness and her bodyguard (including a Banner Bearer) may fire two pistol weapons in the shooting phase (33), with a -1 to-hit modifier on each shot. These shots can be directed at the same target or different enemies. A Seraphim armed with two hand flamers may resolve them together as a single shot with a normal Flamer (245).

Banner Bearer

70 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Banner Bearer	4	5	6	4	4	2	6	2	10

Adepta Sororitas. Wears Power Armour (3+ save). Armed with a Boltgun (244), and Frag (276) grenades. Friendly units within 12" may re-roll any failed Leadership Tests (54) once. Must stay within 2" coherency (18) of the Canoness or her bodyguard.

Options

May purchase Assault (158) weapons and Grenades (159). May have up to 1 Wargear Card (19) and 1 Relic (159). May be equipped with a Jump Pack (232) for +5 points.

Preacher

10 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Preacher	4	4	4	3	3	1	4	1	9

Adeptus Ministorum. May be included in Frateris Milita (163) bands, or may lead allied Imperial Guard or Adeptus Arbites squads. Armed with a Las pistol (260). May perform Sacred Rites (157).

Options

May purchase from the Militia Basic (158), Armour (158), Assault (158), and Special (159) weapons lists. May have 1 Relic (159).

Missionary (0-1x)

Champion — 23 points

Hero — 44 points

Mighty Hero — 80 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	4	4	4	3	3	1	4	1	9
Hero	4	5	5	4	4	2	5	2	10
Mighty Hero	4	6	6	4	4	3	6	3	10

Adeptus Ministorum. Comes with a **Rosarius** (Conversion Field (225); 4+ unmod save). Armed with a Las pistol (260). May perform Sacred Rites (157) (a Mighty Hero adds +1 on the roll). May lead squads if a Champion, may be included as an independent character if a Hero, and may lead your army if a Mighty Hero. A Missionary Mighty Hero provides a Strategy Rating (12) of 2.

Options

May purchase from the Militia Basic (158), Armour (158), Assault (158), Grenades (159), and Special (159) weapons lists. May have 1 Wargear Card (19), plus 1 Relic (159) if a Hero and 2 Relics if a Mighty Hero.

Confessor

54 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Confessor	4	5	5	4	4	2	5	2	10

Adeptus Ministorum. Comes with a **Rosarius** (Conversion Field (225); 4+ unmod save). Armed with a Las pistol (260). Confessors are always frenzied (54) and cannot restrain this, though they are immune to all other psychology (54) except for hatred (55); they automatically pass any Leadership Test (54). If a Confessor joins a squad, these same rules apply to the entire unit. Provides a Strategy Rating (12) of 2.

Options

May purchase from the Militia Basic (158), Armour (158), Assault (158), Grenades (159), and Special (159) weapons lists. May have up to 1 Wargear Card (19) and 1 Relic (159).

Character Upgrades

Veteran Sister Superior

+10 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Sister	4	4	5	3	4	1	5	1	9

Adepta Sororitas. Wears Power Armour (3+ save). Armed with a Bolt Pistol (260) and Frag (276) grenades, plus any other weapons which come standard with her squad (163). Replaces the Sister Superior of the squad; she must remain with the unit and may not operate independently.

Options

May purchase Assault (158) weapons and Grenades (159). May have 1 Wargear Card (19) or Relic (159).

Veteran Seraphim Superior

+10 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Vet. Seraphim	4	5	6	3	4	1	6	1	9

Adepta Sororitas. Wears Power Armour (3+ save). Equipped with a Jump Pack (232). Armed with a Bolt Pistol (260) and Frag (276) grenades, plus any other weapons which come standard with her squad (163). Replaces the Seraphim Superior of the squad; she must remain with the unit and may not operate independently.

Options

May purchase Assault (158) weapons and Grenades (159). May have 1 Wargear Card (19) or Relic (159).

Squads**25%+****Battle Sisters Squad****140 points**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8

Adepta Sororitas. Consists of **4** Battle Sisters and **1** Sister Superior, all with the above stats. Each model wears Power Armour (3+ save), and is armed with a Boltgun (244) and Frag (276) grenades.

Options

The Sister Superior may purchase Assault (158) weapons. Up to two additional models may be purchased, one with either a flamer ((245), +32 points) or a meltagun ((247), +31 points); and one with either a heavy bolter ((254), +38 points), heavy flamer ((255), +48 points), or multi-melta ((256), +76 points). The entire unit may be identically equipped with Grenades (159) at the listed cost per model. May be led by Veteran Sister Superior (162) for +10 points.

Seraphim Squad**175 points**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Seraphim	4	4	5	3	4	1	5	1	9

Adepta Sororitas. May have 1 Seraphim squad for each Battle Sisters squad you take. Consists of **4** Seraphim and **1** Seraphim Superior, all with the above stats. Each wears Power Armour (3+ save) and has a Bolt Pistol (260) and Frag (276) grenades. All come with Jump Packs (232).

Options

Any model may purchase Assault (158) weapons. The entire unit may be equipped with Grenades (159) at the listed cost per model. May be led by Veteran Seraphim Superior (162) for +10 points.

Special Rules

Seraphim may fire two pistol weapons in the shooting phase (33), with a -1 to-hit modifier on each shot. These shots can be directed at the same target or different enemies. If armed with two hand flamers they may resolve them together as a single shot with a normal Flamer (245).

Frateris Militia Band**4 points per model**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Frateris Militia	4	2	2	3	3	1	3	1	6

Adeptus Ministorum. A unit consists of between **4** and **20** models, all of whom share the above stats. *No armour or weapons.*

Options

Any model may purchase from the Militia Basic (158) weapons list; each model may buy a different one. Any model may be equipped with a Primitive Shield at +1 point per model. If there are 5-10 members in the band, **2** models may purchase a weapon from the Militia Special (158) weapon list (if there are 11-20 members, **4** models). One model may carry a Frateris Standard for +10 points. A unit with such a standard may add +1 to its scores in the first round of any hand-to-hand combat (38). If the standard bearer is killed and the Frateris band is not Broken (53) another model in the squad will automatically pick up the fallen banner. If the banner bearer is killed and the squad is broken the banner is lost for the rest of the battle.

Support**<15%****Battle Sisters Crew****Included in cost of vehicle**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Battle Sister	4	3	4	3	4	1	4	1	8

All Battle Sisters crews (18) wear Power Armour (3+ save) and carry Bolt Pistols (260).

Sororitas Rhino

50 points

The army may have one Rhino per Ecclesiarchy character and squad it has. This vehicle is the same as the Space Marines Rhino (181), except it has a Battle Sisters crew (163). May transport up to **10** Battle Sisters in Power Armour.

Weapons

Mounts twin-linked (36) Boltguns (244) with a 90° arc of fire to the front.

Sororitas Immolator

140 points

Tracked Vehicle (30). Has a crew (163) of **1** driver and **1** gunner. May transport one squad (247) and tow **1** support weapon. Causes Fear (54).

Weapons

Turret holds twin-linked (36) Heavy Flamers (255) and has a 360° arc of fire.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	8”	18”	25”
Armour					
D6	Location	Front	Side/Rear		
1-2	Track	15	15		
3-5	Hull	20	18		
6	Turret**	21	15		
D6	Track Damage Table				
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves out of control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off and the Immolator flips over; wreck comes to a rest D6” away in a random direction. Any model it lands on takes D6 S7 hits with a –2 save modifier. Roll a D6 for each model aboard; on a 4+ they are slain in the crash. Surviving models may dismount as normal.				
D6	Hull Damage Table				
1-3	Explosion rips through the crew compartment; each crew member must roll a 4+ on D6 to avoid being slain.				
4	Engine explodes, killing crew instantly. Immolator is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3” suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes; Immolator is destroyed. Any models within 3” suffer D6 S10 hits with a -3 save modifier.				
D6	Turret Damage Table				
1	The turret weapons are damaged and may only be fired if you first roll a 4+ on D6 . Roll once for all weapons.				
2	Turret is jammed, and may no longer rotate. The turret weapons may only fire in a straight line at targets that are directly in front of it.				
3	Turret gunner slain. Unless her position is taken over by the driver the turret weapons may no longer be fired.				
4-6	Fuel pipes in the turret explode; the Immolator is destroyed. The crew is slain and the turret is blown off, flying 2D6” in a random direction; anything under the spot where it lands suffers D6 S9 hits with a –6 save modifier.				

If the Turret is struck roll a D6. On a 1-3 roll on the turret damage table as normal; on a 4-6 the gunner is hit – roll to wound her as normal. If she is killed the turret weapons may not be fired unless the driver takes over the gunner's spot. Due to the turret gunner blast shield, even if a blast marker covers the gunner she will still only be hit on a **D6 roll of **4+**.

Allies

<25%

Unlike most armies, points expended on Allies are calculated separately from Support. Allies may come from any Space Marine (167) Chapter [Blood Angels (184), Dark Angels (184), Legion of the Damned (191), Space Wolves (197), Ultramarines (203)], Imperial Agents (108)), or the Imperial Guard (121). Additional allies may be drawn from the Eldar (84) or Squats (207) army lists. All allied units may ignore normal composition requirements, including command hierarchies.

- When using a Canoness as an Ally, she must be accompanied by a Bodyguard.
- Frateris Militia may only be taken as Allies as long as you include at least one Adeptus Ministorum character.
- You may only take Seraphim squads as Allies if you include at least one Adepta Sororitas character or Battle Sisters squad.

Special Characters

Counts as Characters

Saint Praxedes of Opheilia VII

122 points including wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
St. Praxedes	4	6	7	4	5	3	6	4	10

Adepta Sororitas Canoness. Praxedes wears Power Armour and a Cloak of St. Aspira (2+ save), and is armed with a Boltgun (244), Melta bombs (251), and Frag and Krak (276) grenades. May perform Sacred Rites (157) (adds +3 to the roll). Has a Strategy Rating (12) of 4.

Options

Praxedes may have 1 Wargear Card (19) and 3 Relics (159). These will always be the Cloak of Saint Aspira (160), Sceptre of Vengeance (274), a Purity Seal (160), and a Scanner (237).

Special Rules

Friendly troops with a line of sight to Praxedes may add +1 to their Leadership for psychology (54) and Break tests (53). If Praxedes is fighting in close combat (38), friendly troops with a line of sight to her may use her Leadership for all (54) and Break tests (53). Any unit led by Praxedes adds +1 to its Weapon Skill if it charges (29) the enemy in close combat. When Praxedes charges, roll D6 and add her Strength: if this total is greater than the Strength of her opponent they must halve their Weapon Skill (round up) for the rest of the turn.

Bodyguard

May be accompanied by a bodyguard of 5 Seraphim (163), armed with Boltguns (244) and Frag (276) grenades, at a cost of 150 points (which comes from your Squads allowance, not Characters). The bodyguard may be armed with Grenades (159), and may exchange their Boltgun for two Bolt Pistols (260) and be equipped with Jump Packs for +30 points. Each Seraphim may in turn swap their Bolt Pistols for hand flamers for +10 points. Praxedes is the leader of the bodyguard unit and all models must obey the rules for squad coherency (18).

Helena the Virtuous, Prioress of the Convent Sanctorum

160 points including wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Helena	4	5	5	4	4	3	5	3	10

Adepta Sororitas. Helena wears Power Armour (3+ save) and a **Rosarius** (Conversion Field (225); 4+ unmod save), and is armed with a Boltgun (244) and Frag (276) grenades. May perform Sacred Rites (157) (adds +4 to the roll; if a 10 is rolled you may roll two dice and apply both Rite results to her squad, rerolling duplicates and further 10s). Has a Strategy Rating (12) of 4.

Options

Helena may have 1 Wargear Card (19) and 4 Relics (159). These will always be a Targeter, Rosarius, Rod of Grace, Purity Seal, and the Mantle of Ophelia.

Sisters of Battle Units

Special Rules

Add +1 to all other Sacred Rites (157) rolls in your army (if this bonus results in a **10** treat the result as a **9**). Any fleeing Imperial squad within **12"** of Helena at the start of the Rally Phase (53) automatically rallies, and any friendly squads or models with a line of sight to her may use her Leadership. Immune to all psychology (54) and Break tests (53). If Helena is wounded all troops in your army gain hatred (55). If Helena is killed, any units that pass their resulting Leadership test become immune to Break tests (53) for the rest of the battle, but the force that killed her gains an additional **5** Victory Points (19).

Uriah Jacobus, Protector of the Faith

115 points including wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Uriah Jacobus	4	6	6	4	5	3	6	3	10

Adeptus Ministorum Missionary Mighty Hero. Jacobus is armed with a Shotgun (248), Chainsword (250), and Frag and Krak (276) grenades, and wears Carapace Armour (**4+** save) and a **Rosarius** (Conversion Field (225); **4+** unmod save). May perform Sacred Rites (157) (adds +1 to the roll). Has a Strategy Rating (12) of **3**.

Special Rules

Immune to all psychology (54) and Break tests (53). If the squad he is with flees for any reason, Jacobus will not join them and instead remains where he is.

Options

Jacobus may have **1** Wargear Card (19) and **2** Relics (159). These will always be a Rosarius (160), Litanies of Faith (160), and the Banner of Sanctity (222).

Redemptor Kyrinov, Arch-Confessor

88 points including wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Kyrinov	4	5	4	4	4	2	4	2	10

Adeptus Ministorum Confessor. Kyrinov is armed with a Master-crafted Bolt Pistol (260), and the Mace of Valaan, and wears Flak Armour (**6+** save, **5+** vs. templates) and a **Rosarius** (Conversion Field (225); **4+** unmod save). May perform Sacred Rites (157).

Special Rules

Follows all special rules appropriate to Confessors (162).

Options

Kyrinov may have **1** Wargear Card (19) and **3** Relics (159). These will always be a Master-crafted Bolt Pistol (272), the Icon of Chiros (231), and the Mace of Valaan (272).

Cardinal Armandus Helfire

100 points including relics

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Armandus	4	5	6	5	5	3	4	2	10

Adeptus Ministorum. Armandus is armed with a Plasma Gun (248) and the Sceptre of Avignor, and wears Flak Armour (**6+** save, **5+** vs. templates) and a **Rosarius** (Conversion Field (225); **4+** unmod save). May perform Sacred Rites (157) (adds +1 to the roll). Has a Strategy Rating (12) of **3**.

Special Rules

Immune to Fear (54) or Terror (55) and cannot be Broken (53). If attached to a squad that flees, Armandus will not join them and instead remains where he is. Any weapon that cause multiple wounds causes half that many wounds to Armandus (round down). Friendly units within **18"** can use his Leadership, rather than **12"**.

Options

Kyrinov may have **1** Wargear Card (19) and **2** Relics (159). These will always be a Rosarius (160) and the Sceptre of Avignor (237). The wargear card may be chosen freely.

SPACE MARINES

SPACE MARINE CHAPTERS

Each Chapter of the Space Marines has its own additional rules, units, and models. These are listed in separate sections alphabetically by chapter.

Regardless of Chapter, all Space Marines have the following advantages:

Break Tests

Space Marines who fail a Leadership Test become Shaken, not Broken (53). Shaken troops may not move towards the enemy but are otherwise unaffected by the condition. Shaken troops may move away from an enemy if you wish to, but this is not a requirement. Shaken troops are allowed to pivot to face an enemy; if surrounded, and therefore unable to move without approaching an enemy, they are only allowed to pivot. Shaken troops may attempt to recover during the Rally Phase (53), as normal. If Shaken troops fail another Leadership test, they will become Broken (53).

Combat Squads

Though most Space Marine squads are purchased in **10**-man units, you may split any such squad into **2** Combat Squads of **5** models apiece. These squads fight totally independently — and only the squad which includes the Sergeant may use his Leadership for Break tests (53). The splitting of squads must be made and declared prior to the start of the battle, and is irreversible (for example, the combat squads may not reform into a single squad halfway through the game).

Flexible Leadership

Any Space Marine character in your army is eligible to be the leader of that army. However, the highest ranking character in the army must be chosen (so a Captain must be chosen over a Veteran Sergeant, for example, and a Chapter Master overrides all). Any unit within **12"** may use that character's Leadership for their Break tests (53).

Rapid Fire

If a Space Marine does no movement other than rotate, is not engaged in hand-to-hand combat (38), and is using a Boltgun (244), Bolt Pistol (260), or Storm Bolter (248), he may fire twice during the shooting phase (33). Both shots are at the same target. Part of a squad may Rapid Fire while the rest fires as normal.

Techmarines & Vehicles

In order to include Dreadnoughts (177), Support Weapons (170), Vehicles, or Attack Bikes (not other bikes) in your army, the army must include at least one Techmarine (172). In addition, the army is limited to **3** Servitors (175) for each Techmarine you include.

SPACE MARINE EQUIPMENT

Assault Weapons

Models picking from this list may select as many items as they want.

Weapon	Cost
Chainsword (250)	2
Power Axe (251)	7
Power Fist (252)	10
Power Maul (252)	6
Power Sword (252)	6
Bolt Pistol (260)	2
Hand Flamer (260)	7
Plasma Pistol (261)	5

Heavy Weapons

Models may select only one item from this list. Each weapon comes with a Targeter (240, +1 to hit).

Weapon	Cost
Auto-cannon (253)	25
Heavy Bolter (254)	15
<i>w/Hellfire Shells</i>	+5
Lascannon (255)	45
Missile Launcher (256) w/Frag and Super Krak missiles (256)	45
<i>Melta (276) missiles</i>	+5
<i>Anti-plant (276) missiles</i>	+5
<i>Plasma (278) missiles</i>	+5
Multi-Melta (256)	65
Heavy Plasma Gun (255)	40

Special Weapons

Models picking from this list may select only one item.

Special Weapon	Cost
Boltgun (244)	3
Flamer (245)	9
Meltagun (247)	8
Plasma Gun (248)	8

Scout Weapons

Models picking from this list may select as many as they want.

Special Weapon	Cost
Axe (250)	1
Sword (252)	1
Autogun (244)	1
Boltgun (244)	3
Chainsword (250)	2
Needle Sniper Rifle (247)	10
Shotgun (248)	2

Grenades

Models picking from this list may select as many as they want.

Grenade	Cost
Blind (276)	2
Frag (276)	2
Krak (276)	3
Melta Bombs (251)	5
Plasma (278)	3
Photon Flash Flare (277)	2

Terminator Armour

Specified models may wear Terminator Armour (241) for +39 points. The suit includes a Storm Bolter (248) and a Targeter (240, +1 to hit). Must also purchase a Terminator Assault weapon.

Terminator Assault Weapons

Models picking from this list may select only one item. Note that a Lightning Claw, Thunder Hammer or Storm Shield prevents any other items from being carried and replaces the Storm Bolter.

Weapon	Cost
Power Sword (252, <i>sergeants only</i>)	free
Power Fist (252)	10
Lightning Claws (251, <i>pair</i>)	free
Chainfist (250)	2
Thunder Hammer (252) and Storm Shield (240)	6

Terminator Heavy Weapons

Models may select only one item from this list; all (except the Cyclone Launcher) replace the Storm Bolter.

Weapon	Cost
Assault Cannon (253)	41
Cyclone Missile Launcher (253)	59
Heavy Flamer (255)	21

Dreadnought Weapons

A Dreadnought (177) must mount two weapons, each chosen from either of the following lists:

Dreadnought Assault Weapons

Weapon	Cost
Power Fist (251) with built-in Storm Bolter (248)	15
Heavy Flamer (255) and Storm Bolter (248)	30
Lightning Claw (251) with built-in Heavy Flamer (255, <i>Blood/Dark Angels only, see Special Note on next page</i>)	37

Dreadnought Heavy Weapons

Weapon	Cost
Twin-linked (36) Heavy Bolters (254)	30
Heavy Plasma Gun (255)	40
Assault Cannon (253)	45
Salvo Missile Launcher (265) w/ Frag and Super Krak missiles (256)	45
Twin-linked (36) Lascannons (255)	55
Multi-Melta (256)	65

Support Weapons

An artillery platform (175) may mount one of the following weapons:

Weapon	Cost
Twin-linked (36) Heavy Bolters (254)	30
Twin-linked (36) Auto-cannons (253)	50
Twin-linked (36) Lascannons (255)	55
Twin-linked (36) Missile Launchers (256) w/ Super Krak (276) missiles	55
Rapier Laser Destroyer (265)	45
Multi-Melta (256)	65

Special Note: Angels of Death

It appears that two versions of this codex exist with no differing ISBN, printing number, year etc to differentiate them. The two versions differ on page 69 (the second page of the wargear list) with regard to dreadnought weapon access, giving effectively two possible sets of wargear options. The dreadnought differences are:

- ❖ V1 is a copy of the Codex: Ultramarines entry. It gives the multi-melta entry twice (just like Ultramarines), and gives an option for “heavy flamer with built-in storm bolter” for 30 pts.
- ❖ V2 deletes the second multi-melta entry, and replaces the above flamer/storm bolter combo with “lightning claw with built-in heavy flamer” for 37 pts (an entry that does not appear in the Ultramarines list, though Bjorn the Fell-Handed from Codex: Space Wolves has such, and the GW Customer Service FAQ suggests that his claw/flamer setup be an option for all loyalist dreads, at that same price).

Note that there is no way to differentiate which version is truly first or second: I only call the latter entry “V2” because it appears to fix a mistake (the double multi-melta entry). If you believe that “V2” is a correction printing, then Blood and Dark Angel dreadnoughts should not have access to heavy flamer/storm bolter combos. However, the entries above give both options: this a choice you need to make for your own games.

Caveat: I no longer own a copy of Angels of Death, let alone ever owned two, and so cannot check this myself.

SPACE MARINE UNITS

Characters

<50%

Space Marine Chapter Master

96 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Chapter Master	4	7	7	5	5	3	7	3	10

Wears Power Armour (3+ save), wields a Bolt Pistol (260) and Frag (276) grenades. Provides a Strategy Rating (12) of 5. Will always be the army commander. Space Marines from the same Chapter within 12" may use his Leadership for their Leadership Tests (54).

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 4 Wargear Cards (19). May choose 1 of the following upgrades (these upgrades cannot be added to Chapter Master special characters, such as Marneus Calgar):

Battle Hardened:	+1 Toughness	+30 points
Martial Prowess:	+1 to both Attacks and Strength	+20 points
Resilient:	+1 Wound	+20 points
Strategist:	+1 Strategy Rating	+20 points
Swift:	+1 to both Movement and Initiative (no effect if also in Terminator Armour)	+10 points
Weapon Master:	+1 to both WS and BS	+10 points

Space Marine Captain

96 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mighty Hero	4	7	7	5	5	3	7	3	10

Wears Power Armour (3+ save), wields a Bolt Pistol (260) and Frag (276) grenades. Provides a Strategy Rating (12) of 5. Space Marines within 12" may use his Leadership for their Break tests (53).

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 3 Wargear Cards (19). May ride a Bike (176) for +20 points.

Terminator Captain

125 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mighty Hero	4	7	7	5	5	3	7	3	10

Wears Terminator Armour (241, 3+ save on 2D6), wields a Storm Bolter (248) and Power Sword (252). Has a Strategy Rating (12) of 5. May only be chosen if you have one or more squads of Terminators in your army. Friendly units within 12" may use his Leadership for their Break tests (53).

Options

May have up to 3 Wargear Cards (19) and choose items from the Terminator Assault Weapons (169) list.

Company Standard

55 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Marine	4	5	5	4	4	1	5	1	9

Wears Power Armour (3+ save), wields a Bolt Pistol (260) and Frag (276) grenades. Friendly Space Marines within 12" may re-roll any failed Break test (53) once.

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 1 Wargear Card (19). May ride a Bike (176) for +20 points.

Space Marine Units

Chaplains

Veteran — 53 points

Interrogator-Hero — 84 points

Mighty Hero — 125 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Marine	4	5	5	4	4	1	5	1	9
Marine Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

All Chaplains wear Power Armour (3+ save), wield a Bolt Pistol (260) and Frag (276) grenades, have a Crozius Arcanum (250) and a **Rosarius** (integrated Conversion Field: 225, 4+ unmod save). Friendly Space Marines within 8" may re-roll any failed Break test (53) once.

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 2 Wargear Cards (19). May ride a Bike (176) for +20 points.

Librarians

Lexicanium (Level 1) — 53 points

Codicier (Level 2) — 97 points

Epistolary (Level 3) — 152 points

Chief Librarian (Level 4) — 196 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief	4	7	7	5	5	4	7	3	9

All Librarians wear Power Armour (3+ save), wield a Bolt Pistol (260) and Frag (276) grenades. Are Psykers with a Mastery Level (42) as listed; select powers from the Adeptus (44), Inquisition (48), and/or Librarian (49) lists.

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 1 Wargear Card (19) per level. May ride a Bike (176) for +20 points.

Apothecary

40 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

An Apothecary wears Power Armour (3+ save), wields a Bolt Pistol (260) and Frag (276) grenades, and carries a MediPack (234).

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have 1 Wargear Card (221). May ride a Bike (176) for +20 points.

Techmarine

33 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

A Techmarine wears Power Armour (3+ save), wields a Bolt Pistol (260) and Frag (276) grenades. See special rule about Vehicles & Techmarines (167). May attempt to repair (32) a damaged vehicle.

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 3 Wargear Cards (221). May ride a Bike (176) for +20 points. Techmarines often have servo-arms (238, +1 Attacks) for +10 points.

Veteran Sergeant

+5 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Marine	4	5	5	4	4	1	5	1	9

The sergeant of an Assault (173), Tactical (173), Devastator (174), or Scout (173) squad may be upgraded to a Veteran Sergeant with the stats shown above. Weapons and armour remain unchanged, but he may carry up to 1 Wargear Card (19).

Squads

25%+

Scout Squad

100 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8
Scout	4	4	3	4	3	1	4	1	7

Includes 4 Scouts and 1 Space Marine Sergeant. All wear Scout Armour (4+ save). Each carries a Bolt Pistol (260) and Frag (276) grenades. May fight in dispersed formation (18). May infiltrate (18).

Options

Any model may carry a Scout (168) weapon. One model may purchase a Special (168) or Heavy (168) weapon. The sergeant may purchase Assault (168) weapons. The entire squad may carry Krak (276) grenades for +15 points. The sergeant may be upgraded to Veteran (173) status for +5 points.

Tactical Squad

300 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes 9 Space Marines and 1 Space Marine Sergeant, all of whom share the above stats. Each wears Power Armour (3+ save), carries a Boltgun (244), Bolt Pistol (260), and Frag (276) grenades.

Options

One model may take a Heavy (168) weapon; one may take a Special (168) weapon. The sergeant may purchase Assault (168) weapons. The entire squad may carry Krak (276) grenades for +30 points. The sergeant may be upgraded to Veteran (173) status for +5 points.

Tactical Combat Squad

150 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes 4 Space Marines and 1 Space Marine Sergeant, all of whom share the above stats. Each wears Power Armour (3+ save), carries a Boltgun (244), Bolt Pistol (260), and Frag (276) grenades.

Options

One model may take either take a Special (168) weapon or a Heavy (168) weapon. The sergeant may purchase Assault (168) weapons. The entire squad may carry Krak (276) grenades for +15 points. The sergeant may be upgraded to Veteran (173) status for +5 points.

Assault Squad

300 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes 9 Space Marines and 1 Marine Sergeant, all of whom share the above stats. Each wears Power Armour (3+ save). Each is armed with a Bolt Pistol (260), Frag (276), and Krak (276) grenades.

Options

Any model may purchase Assault Weapons (168). Up to 2 models may purchase a Special Weapon (168). The entire squad or Combat Squads (167) may carry Blind (276) grenades for +2 points per model, and/or Melta bombs (251) for +5 points per model. Either size unit may use Jump Packs (232) for +5 points per model. The sergeant may be upgraded to Veteran (173) status for +5 points.

Assault Combat Squad

150 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes **4** Space Marines and **1** Marine Sergeant, all of whom share the above stats. Each wears Power Armour (**3+** save). Each is armed with a Bolt Pistol (260), Frag (276), and Krak (276) grenades.

Options

Any model may purchase Assault Weapons (168). Up to **1** model may purchase a Special Weapon (168). The entire squad may carry Blind (276) grenades for **+10** points, and/or Melta bombs (251) for **+25** points. The entire squad may be equipped with Jump Packs (232) for **+25** points. The sergeant may be upgraded to Veteran (173) status for **+5** points.

Devastator Squad

300 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes **9** Space Marines and **1** Marine Sergeant, all of whom share the above stats. Each wears Power Armour (**3+** save), carries a Boltgun (244), Bolt Pistol (260), and Frag (276) grenades.

Options

Up to **4** models may purchase a Heavy Weapon (168). The Sergeant may purchase from the Assault (168) weapons list. The sergeant may be upgraded to Veteran (173) status for **+5** points.

Devastator Combat Squad

150 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes **4** Space Marines and **1** Marine Sergeant, all of whom share the above stats. Each wears Power Armour (**3+** save), carries a Boltgun (244), Bolt Pistol (260), and Frag (276) grenades.

Options

Up to **2** models may purchase a Heavy Weapon (168). The Sergeant may purchase from the Assault (168) weapons list. The sergeant may be upgraded to Veteran (173) status for **+5** points.

Terminator Squad

315 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

Includes **4** Marines and **1** Marine Sergeant, all of whom share the above stats. Each wears Terminator Armour (241, **3+** save on **2D6**), carries a Storm Bolter (248) and Power Fist (252).

Options

One model may replace their Storm Bolter with a Terminator Heavy Weapon (169). Any number may replace their power fist with a Terminator Assault Weapon (169). The unit may be teleported into battle (29) for an additional **50%** of its total cost.

Bike Squadron

47 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

Includes between **3** and **5** Space Marines riding Space Marine Bikes (176) with twin-linked (36) Boltguns (244) and a Targeter (240, **+1** to hit). Each Marine wears Power Armour (**3+** save), and carries a Bolt Pistol (260) and Frag (276) grenades.

Options

Any model may carry Assault (168) Weapons, and up to **2** models may choose Special (168) weapons. The entire squadron may carry Blind (276) grenades for **+2** points per model, and/or Krak (276) grenades for **+3** points per model. In addition to the **3-5** normal Bikes, the Squadron may include up to **1** Space Marine Attack Bike (175) at the usual point cost.

Support

<50%

Allies

Allies may come from any Space Marine (167) Chapter [Blood Angels (184), Dark Angels (184), Legion of the Damned (191), Space Wolves (197), Ultramarines (203)], Imperial Agents (108), Sisters of Battle (153), or the Imperial Guard (121). Additional allied support may come from the Squat (205) and Eldar (84) army lists. Forces chosen as allies may ignore normal composition requirements, including command hierarchies.

Artillery

Servitor Crew

9 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

Servitors function as Artillery crews. The Servitor's armoured body grants it a 5+ save. All Servitors are immune to psychology (54) and cannot be broken (53).

Tarantula

11 points + crew + weapons

Has a crew of 1 Servitor (175), which can control it from up to 4" away. Can move up to 4", but not through difficult terrain or over obstacles. Comes with a Targeter (240, +1 to hit). Can move and fire. When firing at a Tarantula, at short range an attacker can fire at either the servitor crew or the weapon itself; at long range attacks are randomised. Tarantulas have an Armor value of 10 and any penetration destroys it.

Options

Select **one** of the following weapons:

Twin-linked (36) lascannon (255)	+55 points
Multi-melta (256)	+65 points
Twin-linked (36) missile launcher (256)	
w/ super krak missiles (276)	+55 points
Twin-linked (36) auto-cannon (253)	+50 points
Twin-linked (36) heavy bolter (254)	+30 points

Vehicles

Marine Crew

Included in cost of vehicle

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Space Marine	4	4	4	4	4	1	4	1	8

All Marine crews (18) wear Power Armour (3+ save) and carry Bolt Pistols (260).

Space Marine Attack Bike

45 points + 1 gunner weapon

Wheeled Vehicle (30). Has a crew (175) of 1 driver and 1 gunner. All driver and gunner bike weapons include a Targeter (240, +1 to hit).

Weapons

Driver controls twin-linked (36) Boltguns (244) with a 90° forward arc. Gunner controls either a Heavy Bolter (254) for +15 points or a Multi-Melta (256) for +65 points, with a 180° arc of fire to the front. The bike can also be fitted with auto-launchers carrying frag or krak grenades for +5 points.

Options

Either crew may purchase an Assault (168) or Special (168) weapon.

Space Marine Units

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	8"	18"	24"
Armour					
D6	Location	Front	Side/Rear		
1-3	Crew	-	-		
4-6	Bike	10	10		
D6	Bike Damage Table				
1	Twin Boltguns are destroyed.				
2	Multi-Melta is destroyed.				
3	Controls are damaged; roll D6 at the start of each of your subsequent movement phases (28); on a 4+ , you may move and fire with the bike as normal; otherwise, the bike moves out of control (31) for that turn.				
4	Wheels buckle; bike flips over, killing the crew. The wreck crashes to the ground D6" in a random direction. Any model under the bike when it lands takes D6 S7 hits with a -2 save modifier.				
5	Engine blows up, killing the crew. The wreck moves out of control next turn, then comes to a permanent halt.				
6	Fuel explodes, killing crew. The flaming wreck hurtles out of control next turn, then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Crew Damage Table					
	Hit the crewman nearest to the attacker, or randomize if it is unclear. Roll to see if the crewman (175) is slain as normal. If the driver is slain, then the vehicle will move out of control (31) for the remainder of the game or until the gunner takes over.				

Space Marine Bike

20 points + rider cost

Wheeled Vehicle (30). May carry **1** rider. May not be ridden by a model wearing Terminator Armour (241). All vehicle weapons include a Targeter (240, **+1** to hit).

Weapons

Driver controls twin-linked (36) Boltguns (244) with a 90° arc of fire to the front.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
5	D4	-2	10"	15"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Rider	-	-		
3-6	Bike	10	10		
D6	Bike Damage Table				
1	The twin Boltguns are destroyed.				
2	For the rest of the game, the bike may only move at Slow Rate.				
3	Roll a D6 at the start of each of the bike's movement phases (28); on a 4+ , the rider can control the bike normally; otherwise, the bike moves out of control (31) for that turn.				
4	Bike flips over, killing the rider. The wreck comes to rest D6" away in a random direction. Any model under it when it lands takes D3 S6 hits with a -2 save modifier.				
5	Engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.				
6	Fuel explodes, killing rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Rider Damage Table					
	Roll to see if the rider is killed using normal shooting rules (33). If the rider is killed, the bike will go out of control next turn and then flip over and be destroyed.				

Space Marine Dreadnought

115 points + weapons

Walker/Dreadnought (31). A Dreadnought may pick up to **2** Dreadnought Weapons (169), and can also be fitted with an auto-launcher (244) carrying frag (276) or blind (276) grenades for **+5** points. All Dreadnought Weapons include a Targeter (240, **+1** to hit) and ignore the first Jam (36) when rolling Sustained Fire (36) dice.

Ram									
Str	Dmg	Save Mod	M	WS	BS	S	I	A	Ld
7	D10	-4	6	6	6	7	5	3	10
Armour									
D6	Location	Front	Side/Rear						
1	Legs	20	18						
2-3	Arm	19	17						
4-6	Body	21	19						
D6 Legs Damage Table									
1	May not move next turn.								
2	Staggers D3” in a random direction next turn.								
3-4	May only limp D3” per turn.								
5-6	Leg is blown off and Dreadnought crashes to the ground (effectively destroyed).								
D6 Arm Damage Table (pick one closest to attacker, or randomize if tie)									
1	Any ranged weapons in the arm may still be used, but the arm may not be used in close combat (38); deduct 1 from the Attacks of the Dreadnought from now on.								
2	Any weapons in the arm may only be used if you first roll a 4+ on D6 .								
3-5	Arm is torn from the Dreadnought’s body. Weapons mounted on the arm are destroyed, and the Attack of the Dreadnought in close combat is reduced by 1 .								
6	The arm’s weapons explode. In addition to the result noted in “3-5” above, a secondary explosion forces an immediate roll on the Body Damage Table.								
D6 Body Damage Table									
1	May only move or attack from now on if you first roll a 4+ on D6 .								
2	All characteristics are halved for the rest of the game, rounding up.								
3-4	Engine bursts into flame; the machine is immobilised. The Marine inside may fire one weapon. Roll a D6 at the beginning of each player’s turn; the machine explodes on a 1 or 2 , and any models within 3” suffer D6 S10 hits with a –3 save modifier.								
5	The Marine controlling the Dreadnought is slain. Staggers D3” in a random direction, and then collapses.								
6	The ammunition explodes. The Dreadnought is destroyed; any models within 3” suffer D6 S10 hits with a –3 save modifier.								

Space Marine Units

Land Raider Tank

220 points

Tracked Vehicle (30). Has a crew (175) of **1** driver and **2** gunners. All vehicle weapons include a Targeter (240, +1 to hit). May transport **10** Marines in Power Armour, **5** Marines in Terminator Armour (241), or **1** Dreadnought.

Weapons

Each side sponson has twin-linked (36) Lascannons (255) with a 180° arc of fire to the appropriate side. Carries twin-linked (36) Heavy Bolters (254) in a pintel mount with a 360° arc of fire.

Ram			Speed			
Str	Dmg	Save Mod	Slow	Combat	Fast	
8	D12	-5	7"	14"	20"	
Armour						
D6	Location	Front				Side/Rear
1-2	Track	17				17
3-5	Hull	22				20
6	Lascannons	18	18			
D6	Track Damage Table (hit one closest to attacker, or randomize if tie)					
1	May only move at Slow speed for the rest of the game.					
2-5	Track is blown off; tank moves out of control (31) next turn and then comes to a halt for the rest of the game.					
6	Track is blown off and vehicle flips over; wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a −2 save modifier. Roll a D6 for each model aboard; on a 4+ they are killed. Survivors may disembark (31) as normal.					
D6	Hull Damage Table					
1	The twin-linked heavy bolters are destroyed.					
2-3	Explosion rips through the crew compartment; each crew member must roll a 4+ on D6 to avoid being slain.					
4	Engine explodes, killing the crew. Land Raider is spun around to face a random direction, then comes to a halt for the rest of the game.					
5	Fuel tank explodes, killing the crew. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).					
6	Ammunition explodes; Land Raider is destroyed; any models inside are slain, and any models within 3" suffer D6 S10 hits with a −3 save modifier.					
D6	Lascannon Damage Table					
1	Lascannons are damaged and may only be fired if you first roll a 4+ on D6 .					
2-5	Lascannons are destroyed.					
6	Lascannons are destroyed; secondary explosion forces a roll on the <i>Hull Damage Table</i> .					

Space Marine Units

Space Marine Land Speeder

145 points

Skimmer (31). Has a crew (175) of **1** driver and **1** gunner. All vehicle weapons include a Targeter (240, +1 to hit).

Weapons

Carries a Heavy Flamer (255) with a 180° forward arc, and a Multi-Melta (256) with a 45° forward arc.

Options

Either crew may purchase an Assault (168) or Special (168) weapon.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	10"	20"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Crew	-	-		
3-6	Land Speeder	10	12		
D6	Land Speeder Damage Table				
1	Heavy Flamer is destroyed.				
2	Multi-Melta is destroyed.				
3	Controls are damaged; roll D6 at the beginning of each of your movement phases (28); on a 4+ , you may move and fire with the land speeder as normal; otherwise, the land speeder moves out of control (31) for that turn.				
4	Engine cuts out; crashes to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 save modifier. The crew are able to leap to the ground (31) before it crashes, but will suffer damage for high-speed dismounts as normal.				
5	Engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction; anything under the speeder when it lands takes D3 S6 hits with a -2 save modifier.				
6	Fuel explodes, killing crew. The wreck crashes 2D6" away in a random direction; anything under the speeder or within 3" takes D3 S8 hits with a -3 save modifier.				
Crew Damage Table					
	Hit the crewman nearest to the attacker, or randomize if it is unclear. Roll to see if the crewman (175) is slain as normal. If the driver is slain, then the land speeder will move out of control (31) for the remainder of the game or until the gunner takes over.				

Predator Tank

90 points

Tracked Vehicle (30). Has a crew (175) of **1** driver, plus **1** gunner (**3** with optional sponsons). All vehicle weapons include a Targeter (240, +1 to hit).

Weapons

Turret mounts an Auto-cannon (253) and has a 360° arc of fire. This may be upgraded to twin-linked (36) Lascannons (255) for +30 points.

Options

The vehicle may be fitted with two side sponsons, each with a 180° arc of fire to the appropriate side. Each sponson may hold a Heavy Bolter (254) for +15 points, a Heavy Flamer (255) for +25 points or a single Lascannon (255) for +45 points.

Ram		Speed			
Str	Dmg	Save Mod	Slow	Combat	Fast
8	D12	-5	7"	20"	25"
Armour					
D6	Location	Front	Side/Rear		
1	Track	15	15		
2-3	Hull	20	18		
4	Sponson	17	15		
5-6	Turret	22	22		
D6 Track Damage Table					
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves Out of Control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off and the vehicle flips over; wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model aboard; on a 4+ they are slain in the crash. Surviving models may disembark (31) as normal.				
D6 Hull Damage Table					
1-3	Explosion rips through the crew compartment; each crew member must roll a 4+ on D6 to avoid being slain.				
4	Engine explodes, killing crew instantly. The vehicle is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes. The vehicle is destroyed; all models within 3" suffer D6 S10 hits with a -3 save modifier.				
D6 Sponson Damage Table					
1	Sponson weapon is damaged and may only be fired if you first roll a 4+ on D6 .				
2-5	Sponson is destroyed.				
6	Sponson is destroyed, but a secondary explosion forces a roll on the Hull Damage Table.				
D6 Turret Damage Table					
1	Primary weapon is damaged, and may only be fired if you first roll a 4+ on D6 .				
2	Turret is jammed and may no longer rotate; turret weapons may only fire straight ahead at targets that are directly in front of it.				
3	Turret gunner is slain.				
4-6	Ammunition explodes; the vehicle is destroyed. All crew are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a -6 save modifier.				

Rhino Transport

50 points

Tracked Vehicle (30). Has a crew (175) of **1** driver. Vehicle weapons have a Targeter (240, +1 to hit). May transport up to **10** Space Marines in Power Armour, **5** Marines in Terminator Armour (241), or **1** Dreadnought.

Weapons

Mounts twin-linked (36) Boltguns (244) with a 90° arc of fire to the front.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	8"	18"	25"
Armour					
D6	Location	Front	Side/Rear		
1	Track	15	15		
2-5	Hull	20	18		
6	Weapons	12	12		
D6	Track Damage Table				
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves out of control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off and the Rhino flips over; wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model aboard; on a 4+ they are slain in the crash. Surviving models may disembark (31) as normal.				
D6	Hull Damage Table				
1	Driver is hit and killed. The vehicle moves out of control and may not fire any weapons until he is replaced.				
2-4	Roll a D6 for each model on board; on a 4+ , they are slain.				
5	Engine explodes, killing every model on board. Rhino is spun around to face a random direction and then comes to a permanent halt.				
6	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
D6	Weapons Damage Table				
1	Boltguns are damaged, and may only be fired if you first roll a 4+ on D6 .				
2-5	All weapons are destroyed.				
6	All weapons are destroyed. Secondary explosion; a roll on the Hull Damage Table.				

Space Marine Units

Razorback Tank

150 points

Tracked Vehicle (30). Has a crew (175) of **1** driver and **1** gunner. All vehicle weapons include a Targeter (240, +1 to hit). May transport a Combat Squad (167) of **5** Space Marines in Power Armour.

Weapons

Turret holds a Lascannon (255) linked with two Plasma Guns (248) and has a 360° arc of fire.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	8"	18"	25"
Armour					
D6	Location	Front	Side/Rear		
1	Track	15	15		
2-4	Hull	20	18		
5-6	Turret	22	15		
	If hit from the Side or Rear, roll D6 : 1-3 = Turret, 4-6 = Gunner				
D6 Track Damage Table					
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves out of control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off and the vehicle flips over; wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model aboard; on a 4+ they are slain in the crash. Surviving models may disembark (31) as normal.				
D6 Hull Damage Table					
1-3	Roll a D6 for each crew member; on a 4+ , they are slain.				
4	Engine explodes, killing the crew. Razorback is spun around to face a random direction and then comes to a permanent halt.				
5	Fuel tank explodes, killing the crew. The vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit as from a Heavy Flamer (255).				
6	Ammunition explodes; the vehicle is destroyed. Every model within 3" suffers D6 S10 hits with a -3 save modifier.				
D6 Turret Damage Table					
1	Weapons are damaged, and may only be fired if you first roll a 4+ on D6 .				
2	Turret is jammed and can no longer rotate; weapons may only fire straight ahead at targets that are directly in front of it.				
3	Turret gunner is slain.				
4-6	Ammunition explodes; the vehicle is destroyed. All crew are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a -6 save modifier.				
Crew Damage Table					
	Roll to see if the gunner (175) is slain as normal.				

Whirlwind Tank

150 points

Tracked Vehicle (30). Has a crew (175) of **1** driver and **1** gunner. All vehicle weapons include a Targeter (240, +1 to hit).

Weapons

Turret mounts a Whirlwind Multi-Launcher (268) and has a 360° arc of fire.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
7	D12	-5	8"	18"	25"
Armour					
D6	Location	Front	Side/Rear		
1	Track	15	15		
2-4	Hull	20	18		
5-6	Turret	20	18		
D6	Track Damage Table				
1	May only move at Slow speed for the rest of the game.				
2-5	Track is blown off; tank moves Out of Control (31) next turn and then comes to a halt for the rest of the game.				
6	Track is blown off and the vehicle flips over; wreck comes to a rest D6" away in a random direction. Any model it lands on takes D6 S7 hits with a -2 save modifier. Roll a D6 for each model aboard; on a 4+ they are slain in the crash. Surviving models may disembark (31) as normal.				
D6	Hull Damage Table				
1	Driver is slain. Unless his position is taken over, the vehicle moves out of control for the rest of the game.				
2-3	Explosion rips through the crew compartment; each crew member must roll a 4+ on D6 to avoid being slain.				
4	Engine explodes, killing crew instantly. The vehicle is spun around to face a random direction, then comes to a halt for the rest of the game.				
5	Fuel tank explodes, killing all models on board. Vehicle goes out of control (31) next turn and then explodes; every model within 3" suffers a hit from a Heavy Flamer (255).				
6	Ammunition explodes and the vehicle is destroyed. Any models inside are slain, and any models within 3" suffer D6 S10 hits with a -3 save modifier.				
D6	Turret Damage Table				
1	Multi-launcher is damaged, may not be fired indirectly, and may only be fired if you first roll a 4+ on D6 .				
2	Multi-launcher goes haywire and fires a barrage at a random target. Roll a Scatter die to determine the direction of the barrage. Place the 3" blast marker on the first model within range and in its path and work out the effects as normal. The rockets are expended and the multi-launcher may not fire until next turn.				
3	Turret gunner is slain.				
4-6	Ammunition explodes; the vehicle is destroyed. All crew are slain and the turret is blown off, flying 2D6" in a random direction; anything under the spot where it lands suffers D6 S9 hits with a -6 save modifier				

BLOOD ANGELS UNITS

The Blood Angels are a Chapter of the Space Marines (167). You may choose to play a Blood Angels army instead of a normal Space Marines army. If you do, you may supplement the normal Space Marines army list and rules with the following. Note that the following rules are *in addition to* all other rules which normally apply to Space Marines, and apply only to Blood Angels Space Marines.

Squads

25%+

Death Company

35 points per model (5x+)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Death Company Marine	4	5	4	4	4	(2)	4	1	10

An army may include one Death Company, which includes at least **5** Marines with the above stats. Each wears Power Armour (3+ save) and is armed with a Bolt Pistol (260). Death Company models have one real Wound and one temporary Wound — at the end of the battle, but before Victory Points (19) are tallied, each model loses the **1** temporary Wound. This means that models which suffer **1** Wound will keep fighting but die at the end of the game before Victory Points are established. Must be led by a Chaplain (172) of the **Blood Angels** Chapter. The unit may fight in dispersed formation (18). If the Chaplain perishes mid-combat, coherency (18) rules no longer apply and each model is subject to frenzy (54). If there is no enemy within charge (29) range, each model will move its maximum normal move in a random direction; this is compulsory movement (28).

Options

Any model may be equipped with a boltgun for +3 points per model. Any model may purchase Assault Weapons (168). The entire squad may be equipped with Frag (276) grenades for +2 points per model, Krak (276) grenades for +3 points per model, and/or Meltabombs (276) for +5 points per model. The entire squad may be equipped with Jump Packs (232) for +50 points.

Veteran Space Marine Assault Squad

330 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Space Marine	4	5	5	4	4	1	5	1	9

Consists of **9** Veteran Marines and **1** Veteran Sergeant, all of whom share the stats above. Each Marine wears Power Armour (3+ save) and is armed with a Bolt Pistol (260), Krak and Frag (276) grenades.

Options

Any model may purchase Assault Weapons (168). Up to two models may take Special Weapons (168). The Sergeant may take up to **1** Wargear Card (19). The entire squad or either combat squads (167) may be equipped with Jump Packs (232) for +5 points per model. Either size unit may be identically equipped with Grenades (168) for the listed cost per model.

Support

<50%

Blood Angels have the same options for allies (175) and support (175) equipment as other Chapters.

Special Characters

Counts as Characters

Commander Dante, Lord Captain of the Blood Angels

129 points, 164 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Dante	4	8	7	5	5	4	8	4	10

Wears Power Armour (3+ save). Armed with a Power Axe (251). Equipped with a Jump Pack (232). Provides a Strategy Rating (12) of **5**.

Options

May carry up to **3** Wargear Cards (19); these will always be the Inferno Pistol (232), the Death Mask of Sanguinius (226), and a Conversion Field (225).

Bodyguard

May be escorted by a five-man Veteran Assault Squad (184) equipped with Jump Packs (232); this costs **190 points**. Any models in this bodyguard squad may purchase a Special Weapon (168).

Veteran Sergeant Cleutin, Guardian of the Shroud of Sanguinius

52 points, 102 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cleutin	4	5	5	5	5	2	5	2	9

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260), Frag and Krak (276) grenades.

Options

May have up to **1** Wargear Card; this will always be the Shroud of Sanguinius (238).

Chief Librarian Mephistron, Lord of Death

240 points, 295 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Mephistron	6	8	6	7	6	4	9	4	10

Wears Power Armour (3+ save). Comes with Frag and Krak (276) grenades. Mephistron is a Chief Librarian with a psychic Mastery Level (42) of **4**; select powers from the Librarian (49), Adeptus (44) and Inquisition (48) lists. Mephistron suffers from blood-greed (54), but may attempt to suppress this behaviour by passing a Leadership test (54); make this test at the end of the close combat (38) phase, and (if necessary) at the beginning of each later turn until he passes.

At the start of hand-to-hand combat (38), Mephistron may attempt to ‘transfix’ any one model he is fighting with his stare. The target must make a successful Leadership test (54) on **2D6** to avoid the effect; models failing this have their Weapon Skill reduced to **0** for that turn.

Options

May carry up to **4** Wargear Cards (19); these will be a Force Sword (229), Refractor Field (236), Psychic Hood (236), and a Master-Crafted Plasma Pistol (233).

Apothecary Corbulo, Sanguinary Priest of the Blood Angels

63 points, 163 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Corbulo	4	6	6	5	5	2	6	2	9

Wears Power Armour (3+ save). Armed with a Chainsword (250), a Bolt Pistol (260), plus Frag and Krak (276) grenades.

Options

May carry up to **2** Wargear Cards (19); one of these will always be the Red Grail (236).

Brother-Captain Tycho, Commander of the 3rd Company

104 points, 120 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commander Tycho	4	7	7	5	5	4	7	4	10

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260), Frag and Krak (276) grenades. Provides a Strategy Rating (12) of **5**. Tycho hates (55) all Orks (136).

Options

May carry up to **3** Wargear Cards (19); two of these will always be Digital Lasers (226) and a Combi-Weapon (225): Boltgun (244) and Meltagun (247).

DARK ANGELS RULES

The Dark Angels are a Chapter of the Space Marines (167). You may choose to play a Dark Angels army instead of a normal Space Marines army. If you do, you may supplement the normal Space Marines army list and rules with the following. Note that the following rules are *in addition to* all other rules which normally apply to Space Marines, and apply only to Dark Angels Space Marines.

Ravenwing

Members of the Ravenwing are elite vehicle-mounted troops whose abilities are most prominent when they are mounted on a bike (176) or land speeder (179).

Expert Riders

Any member of the Ravenwing may re-roll the dice if they fail a Skid Turn (30) test. In addition, they suffer no to hit modifiers when they fire from a vehicle that is moving at Fast Speed.

Jink

Enemies firing on a Ravenwing bike or land speeder suffer a **–1** to hit in addition to other modifiers.

Deathwing

Members of the Deathwing are immune to psychology (54). Notably, all Dark Angels Librarians and high-ranking Chaplains are part of the Deathwing.

Fallen Angels

In the early days of the Chapter, some Dark Angels split from the original Legion and went renegade. These Marines are known as Fallen Angels. They follow all normal rules for Space Marines (167), but none of the special rules for Dark Angels. Fallen Angels are purchased as Veteran Chaos Marines (68), with the same equipment and wargear options. Fallen Angels hate (55) all loyal members of the **Dark Angels**.

Dark Angels Hatred

Similarly, all members of the Ravenwing (186) and Deathwing (186) are affected by hatred (55) towards the **Fallen Angels**, even those who are otherwise immune to psychology (54).

Mission: Blood Feud

In a battle involving Fallen Angels and Dark Angels, the **Dark Angels** side gains an additional **+1** Victory Point (19) for each Fallen Angel model killed. Likewise, the **Fallen Angels** player gains **+1** Victory Point for each Fallen Angel model still alive at the end of the battle.

DARK ANGELS UNITS**Characters****<50%****Master of the Deathwing****140 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master	4	7	7	5	5	3	7	3	10

Wears Terminator Armour (241, **3+** save on **2D6**), and uses a Storm Bolter (248) and Power Sword (252). Provides a Strategy Rating (12) of **5**. All Dark Angels within **12"** may use his Leadership for their Break tests (53). Member of the Deathwing (186) and thus immune to psychology (54).

Options

May pick additional equipment from the Terminator Assault Weapons (169) list. May have up to **3** Wargear Cards (19).

Master of the Ravenwing**115 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master	4	7	7	5	5	3	7	3	10

Wears Power Armour (**3+** save), wields a Bolt Pistol (260) and uses Frag (276) grenades. Provides a Strategy Rating (12) of **5**. Dark Angels within **12"** of him may use his Leadership for Break tests (53). Member of the Deathwing (186) and thus immune to psychology (54).

Options

May purchase from the Assault (168), Special (168), and Grenade (168) weapons lists. May carry up to **3** Wargear Cards (19). May ride a bike (176) for **+20** points, or a Ravenwing Land Speeder (188) for **+120** points. If riding in a Land Speeder, he is the vehicle's driver, and a normal Ravenwing crewman is provided at no charge as the vehicle's gunner.

Dark Angels Master**115 points (0-1x)**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master	4	7	7	5	5	3	7	3	10

Wears Power Armour (**3+** save), wields a Bolt Pistol (260) and Frag (276) grenades. Provides a Strategy Rating (12) of **5**. All Dark Angels within **12"** may use his Leadership for their Break tests (53). Member of the Deathwing (186) and thus immune to psychology (54).

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to **3** Wargear Cards (19). May ride a bike (176) for **+20** points.

Chaplains**Champion — 53 points****Interrogator Chaplain — 84 points****Master Chaplain — 140 points**

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9
Interrogator	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

All Chaplains wear Power Armour (**3+** save), wield a Bolt Pistol (260) and Frag (276) grenades, have a Crozius Arcanum (250) and a **Rosarius** (integrated Conversion Field: 225, **4+** save). Any friendly Space Marines within **8"** may re-roll any failed Break test (53) once. Interrogator and Master Chaplains are members of the Deathwing (186) and thus immune to psychology (54).

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to **2** Wargear Cards (19). May ride a bike (176) for **+20** points.

Librarians

Lexicanium (Level 1) — 53 points

Codicier (Level 2) — 97 points

Epistolary (Level 3) — 152 points

Chief Librarian (Level 4) — 210 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicier	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief	4	7	7	5	5	4	7	3	9

All Librarians wear Power Armour (3+ save), wield a Bolt Pistol (260) and Frag (276) grenades. Are Psykers with a Mastery Level (42) as listed; may select powers from the Librarian (49), Adeptus (44) and/or Inquisition (48) lists. Members of the Deathwing (186) and thus immune to psychology (54).

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May have up to 1 Wargear Card (19) per level. May ride a bike (176) for +20 points.

Squads

25%+

Deathwing Squad

340 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Terminator	4	5	5	4	4	1	5	1	9

Includes 4 Terminator Space Marines and 1 Terminator Space Marine Sergeant, all of whom share the above stats. Each Terminator wears Terminator Armour (241, 3+ save on 2D6) and a Power Fist (252) and a Storm Bolter (248). Note that amongst other things, the Armour incorporates a Targeter (240, +1 to hit). Dark Angels Terminators are part of the Deathwing (186) and thus immune to psychology (54).

Options

Up to 1 Terminator may replace his Storm Bolter with a Terminator Heavy Weapon (169). Any models may replace their Power Fist with a Terminator Assault Weapon (169). The entire squad may be teleported into battle (29) for an additional 50% of their total cost.

Ravenwing Land Speeder Squadron

195 points/Land Speeder (1-3x)

Skimmer (31). The Land Speeder has a crew (175) of 1 driver and 1 gunner, and carries a Heavy Bolter (254) with a 180° arc of fire to the front, and an Assault Cannon (253) with a 45° arc of fire to the front. Note that both crew wear Power Armour (3+ save), and carry Bolt Pistols (260) and Frag grenades (276). Both crew are part of the Ravenwing (186).

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	10"	20"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Crew	-	-		
3-6	Land Speeder	10	12		
D6	Land Speeder Damage Table				
1	Heavy Bolter is destroyed.				
2	Assault Cannon is destroyed.				
3	Controls are damaged; roll D6 at the start of each of your subsequent movement phases (28); on a 4+ , you may move and fire with the land speeder as normal; otherwise, the land speeder moves out of control (31) for that turn.				
4	Engine cuts out; crashes to the ground 2D6" away in a random direction. Anything under the land speeder when it lands takes D3 S6 hits with a -2 save modifier. The				

	crew are able to leap to the ground (31) before it crashes, but will suffer damage for high-speed dismounts as normal.
5	Engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction; anything at that point takes D3 S6 hits with a –2 save modifier.
6	Fuel explodes, killing crew. The wreck crashes 2D6" away in a random direction; anything under the speeder or within 3" takes D3 S8 hits with a –3 save modifier.
Crew Damage Table	
	Hit the crew nearest to the attacker, or randomize if it is unclear. Roll to see if the crewman is slain as normal. If the driver is slain, then the land speeder will move out of control for the remainder of the game or until the gunner takes over.

Ravenwing Bike Squadron

55 points/Bike (3-5x)

Treat this exactly like a normal Space Marine Bike Squadron (174), except that the drivers of the bikes are members of the Ravenwing (186).

Ravenwing Attack Bike Squadron

55 points + gunner weapon/Bike (1-3x)

Treat this as a normal Space Marine Bike Squadron (174), except that the bikes are Attack Bikes (175) and the drivers are Ravenwing members (186), and so use their special rules and have access to Dark Angels Assault (168) weapons only.

Support

<50%

Dark Angels have the same support (175) options as other Chapters, except as noted below.

Allies

Because of their dislike of alien races, you may only choose Allied support from other Space Marine (167) Chapters [Blood Angels (184), Space Wolves (197), Legion of the Damned (191), Ultramarines (203)], Imperial Agents, Sisters of Battle (153), or the Imperial Guard (121).

Special Characters

Counts as Characters

Asmodai, Interrogator Chaplain

84 points; 109 points with special wargear (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Asmodai	4	6	6	5	5	2	6	2	9

Wears Power Armour (**3+** save). Carries a **Rosarius** (Conversion Field (225), **4+** unmod save). Armed with a Crozius Arcanum (250), Power Sword (252), Bolt Pistol (260), Frag and Krak (276) grenades. Member of the Deathwing (186) and thus immune to psychology (54). Any Dark Angels within **8"** may re-roll any failed Break tests (53) once.

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to **2** Wargear Cards (19), one of which will be the Blades of Reason (223).

Brother Bethor, Bearer of the Sacred Standard

35 points + Wargear Card (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Bethor	4	5	5	4	4	1	5	1	9

Wears Power Armour (**3+** save). Armed with a Bolt Pistol (260), Frag and Krak (276) grenades. Member of the Deathwing (186) and thus immune to psychology (54). Any Dark Angels within **12"** may re-roll any failed Break tests (53) once.

Options

May purchase from the Grenades (168), Assault (168) and Special (168) weapons lists. May carry **1** Wargear Card (19) which will always be one of the following: the Standard of Retribution (239), the Standard of Fortitude (239) or the Standard of Devastation (239).

Commander Azrael, Supreme Grand Master of the Dark Angels

140 points; 185 points including special wargear (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Azrael	4	7	7	5	5	4	8	4	10

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260), Frag (276) and Krak (276) grenades. Any Dark Angels within 12" may use his Leadership for their Break tests (53). Member of the Deathwing (186) and thus immune to psychology (54). Must be the army's commander if present. Provides a Strategy Rating (12) of 6.

Options

May have up to 3 Wargear Cards (19); these will be the Lion Helm (233), the Sword of Secrets (240) and a Combi-Weapon (225): Boltgun (244) and Plasma Gun (248).

Ezekiel, Grand Master of Librarians

210 points; 250 points including special wargear (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ezekiel	4	7	7	5	5	4	7	3	9

Wears Power Armour (3+ save), and is armed with a Force Sword (271, +10 points), Bolt Pistol (260) and Frag and Krak (276) grenades. Psyker with a Mastery Level (42) 4; select from the Librarian (49), Adeptus (44) and/or Inquisition (48) lists. Member of Deathwing (186) — immune to psychology (54).

Options

May carry up to 4 Wargear Cards (19); these will always be a Force Sword (229), the Book of Salvation (224), a Psychic Hood (236), and a Bionic Eye (223).

Sapphon, Grand Master of Chaplains

160 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Sapphon	4	7	7	5	5	3	7	3	10

Wears Power Armour (3+ save). Carries a **Rosarius** (Conversion Field (225), 4+ unmod save). Armed with a Crozius Arcanum (250), Power Sword (252), Bolt Pistol (260), Frag and Krak (276) grenades. Member of the Deathwing (186) and thus immune to psychology (54). Dark Angels within 8" may re-roll any failed Break tests (53) once.

Options

May have up to 3 Wargear Cards (19).

LEGION OF THE DAMNED RULES

The Legion of the Damned are a unique Chapter of Space Marines (167). The following rules are *in addition to* all other rules which normally apply to other Space Marines, and apply only to the Legion.

Leadership

The Legion of the Damned are immune to psychology (54) and automatically pass any Break tests (53).

Fear

All Legion of the Damned characters and squads cause Fear (54).

Where They Come From Nobody Knows...

The Legion have a reputation for appearing suddenly and disappearing after the battle. To represent this, any Legion units and characters other than vehicles (or models on vehicles/bikes) may teleport (29) into battle. This must be done on the first turn of the battle, or not at all. Legion units may teleport away from the battle as well, but if one does so all must do so – it's all or none.

LEGION OF THE DAMNED EQUIPMENT

Assault Weapons

Models may carry an unlimited number of these weapons.

Weapon	Cost
Axe (250)	1
Chainsword (250)	2
Power Axe (251)	7
Power Fist (252)	10
Bolt Pistol (260)	2
Hand Flamer (260)	7
Mk 1 Plasma Pistol (260)	5

Heavy Weapons

A model may only have one of these weapons.

Weapon	Cost
Auto-cannon (253)	20
Heavy Bolter (254)	12
Lascannon (255)	35
Missile Launcher (256) w/Frag and Super Krak missiles (256)	35
<i>Anti-plant (276) missiles</i>	+5
<i>Plasma (278) missiles</i>	+5

Special Weapons

A model may only have one of these weapons.

Weapon	Cost
Boltgun (244)	3
Flamer (245)	9
Meltagun (247)	8
Mk 1 Plasma Gun (247)	8

Grenades

Models picking from this list may select as many as they want.

Grenade	Cost
Frag (276)	2
Krak (276)	3
Plasma (278)	3

Legion Dreadnought Weapons

This weapons list is different than and replaces the one included for Space Marine Dreadnoughts (177). All ranged weapons come with a Targeter (240, +1 to hit).

Weapon	Cost
Power Fist (252) with built-in Storm Bolter (248)	15
Twin-linked (36) Heavy Bolters (254)	20
Heavy Flamer (255) and Storm Bolter (248)	30
Twin-linked (36) Auto-cannons (253)	35
Mk 1 Heavy Plasma Gun (255)	40
Missile Launcher (256) w/Frag and Super Krak missiles (256)	45
Twin-Linked (36) Lascannon (255)	55
Assault Cannon (253)	65
Multi-Melta (256)	95

LEGION OF THE DAMNED UNITS

Characters

<25%

Legion Commander

200 points (x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Commander	4	8	8	5	5	3	7	3	9

Wears Power Armour (3+ save). Carries a Bolt Pistol (260) and Frag (276) grenades. Causes Fear (54). Immune to psychology (54). Provides a Strategy Rating (12) of 6.

Options

May purchase from the Assault (192), Special (192), and Grenades (192) weapon lists. May have up to 3 Wargear Cards (19). May ride a Bike (176) for +20 points.

Icon Bearer

85 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Icon Bearer	4	5	5	4	4	1	5	1	8

Wears Power Armour (3+ save). Carries a Bolt Pistol (260) and Frag (276) grenades. Causes Fear (54). Immune to psychology (54). Enemy units within 12" suffer a -1 penalty to their Leadership.

Options

May purchase from the Assault (192), Special (192), and Grenades (192) weapon lists. May have 1 Wargear Card (19). May ride a Bike (176) for +20 points.

Chaplain

170 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master Chaplain	4	8	8	5	5	3	7	3	9

Wear Power Armour (3+ save) and a **Rosarius** (integrated Conversion Field: 225, 4+ unmod save). Armed with a Crozius Arcanum (250), Bolt Pistol (260) and Frag (276) grenades. Causes Fear (54). Immune to psychology (54).

Options

May purchase from the Assault (192), Special (192), and Grenades (192) weapon lists. May have up to 2 Wargear Cards (19). May ride a Bike (176) for +20 points.

Librarian

240 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Master Librarian	4	8	8	5	5	4	7	3	9

Wears Power Armour (3+ save). Carries a Bolt Pistol (260) and Frag (276) grenades. Causes Fear (54). Immune to psychology (54). Psyker with a Mastery Level (42) of 4; select from the Librarian (49) and/or Adeptus (44) lists.

Options

May purchase from the Assault (192), Special (192), and Grenades (192) weapon lists. May have up to 4 Wargear Cards (19). May ride a Bike (176) for +20 points.

Techmarine

50 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	8

Wears Power Armour (3+ save). Carries a Bolt Pistol (260) and Frag (276) grenades. Causes Fear (54). Immune to psychology (54). May attempt to repair (32) a damaged vehicle.

Options

May purchase from the Assault (192), Special (192), and Grenades (192) weapon lists. May have up to 3 Wargear Cards (19). May ride a Bike (176) for +20 points. Servitors are unavailable.

Special Characters

Sergeant Centurius

No points cost

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Centurius	4	6	6	4	4	1	6	1	9

Wears Power Armour (3+ save). Armed with a Bolt Pistol (260), Frag (276) grenades, and a Chainsword (250). Causes Fear (54) and is immune to psychology (54).

Options

Has 1 Wargear Card (19); this will always be the Animus Malorum (260).

Squads

50%+

Legionnaire Squad

390 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marine	4	5	5	4	4	1	5	1	8

A squad consists of 1 Sergeant and 9 Space Marines, all of whom share the above stats. Each wears Power Armour (3+ save), and carries a Bolt Pistol (260) and Frag (276) grenades. All models cause Fear (54) and are immune to psychology (54).

Options

One model may purchase a Special (192) weapon. The Sergeant may purchase Assault (192) weapons.

Squad Type

Select one of the following unit types with the additional options listed:

Tactical	All carry a Boltgun (244). One model may replace their Boltgun with a Heavy (192) weapon. The entire squad may be equipped with Krak (276) grenades for +30 points.
Assault	Any model may purchase Assault (192) weapons. A second model may purchase a Special (192) weapon. All come with Krak (276) grenades. The entire squad may be equipped with Blind (276) grenades for +20 points and/or Melta bombs (251) at +50 points. Jump Packs (232) are unavailable.
Devastator	All carry a Boltgun (244). Up to 4 models may replace their Boltgun with a Heavy (192) weapon.

Bike Squadron

60 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marine	4	5	5	4	4	1	5	1	8

A squad includes between 3 and 5 models, all of whom share the above stats. All ride Bikes (176) mounting twin-linked (36) Boltguns (244) with a Targeter (240, +1 to hit). Each wears Power Armour (3+ save), and is armed with a Bolt Pistol (260) and Frag (276) grenades. All cause Fear (54) and are immune to psychology (54).

Options

Any model may purchase Assault (192) weapons. Up to 2 may purchase a Special (192) weapon. The squad may be identically equipped with Blind (276) grenades at +2 points per model and/or Krak (276) grenades at +3 points per model.

Support

<25%

Allies

The Legion of the Damned may not take Allies. However, the above units may be purchased as *Allies* by any of the Space Marine Chapters [Blood Angels (184), Dark Angels (184), Space Wolves (197), Ultramarines (203)] or the Imperial Guard (121).

Space Marines – Legion of the Damned Units

Marine Vehicles

The following standard Space Marine vehicles are available, though at increased cost: Rhinos (181) – **55** points, Land Speeders (179) – **160** points, and Attack Bikes (175) – see listing. Rhinos may be fitted with an Auto-Launcher (244) carrying Frag (276) or Blind (276) grenades for **+5** points.

Legion of the Damned Dreadnought

115 points + weapons

Same as Space Marine Dreadnoughts (177), except that it also follows all Legion (191) special rules.

Weapons

Select up to **2** weapons from the Legion Dreadnought Weapon (193) list.

Options

May be fitted with an Auto-Launcher (244) carrying Frag (276) or Blind (276) grenades for **+5** points.

SPACE WOLVES RULES

The Space Wolves are a Chapter of the Space Marines (167). You may choose to play a Space Wolves army instead of a normal Space Marines army. If you do, you may supplement the normal Space Marines army list and rules with the following. Note that the following rules are *in addition to* all other rules which normally apply to Space Marines, and apply only to Space Wolves Space Marines.

Hatred of Thousand Sons Chaos Space Marines

During the dark days of the Horus Heresy, the Space Wolves fought many long battles against the Thousand Sons Space Marines. On many occasions since, the two old enemies have fought and their battles are always grim and bloody. To represent this, all Space Wolves use the rules for hatred (55) when fighting Thousand Sons Chaos Space Marines.

Acute Senses

The perceptions of the Space Wolves are extremely keen, even more so than normal Space Marines. This is undoubtedly a result of their special genetics — part of the mixed blessing of the curse of the Wulfen. To reflect this advantage, Space Wolves can spot hidden (29) troops at up to twice the normal distance; i.e. double the warrior's Initiative value in inches.

SPACE WOLVES EQUIPMENT

Terminator Armour

The Terminator options for Space Wolves characters and squads are slightly different than regular Space Marines lists.

Characters and Terminator Armour

Character models may wear Terminator Armour (241) for +39 points. The suit includes a Storm Bolter (248) and a Targeter (240, +1 to hit). They must also purchase a Terminator Weapons selection below.

Terminator Weapons

Models picking from this list may take only one selection, and are then forbidden from any other equipment purchases. Note that the Lightning Claws and Thunder Hammer with Storm Shield selections replace the Storm Bolter.

Weapon	Cost
Chainfist (250)	13
Lightning Claws (251, <i>pair</i>)	10
Power Fist (252)	11
Power Sword (252)	7
Thunder Hammer (252) and Storm Shield (240)	16

Wolf Guard Terminator Weapons

Wolf Guard Terminators must select one entry from the following list. All ranged weapons come with a Targeter (240, +1 to hit).

Weapon	Cost
Assault Cannon (253)	45
Heavy Flamer (255)	25
Lightning Claws (251, <i>pair</i>)	14
Storm Bolter (248)	4
Storm Bolter (248) and Cyclone Missile Launcher (253)	59
Thunder Hammer (252) and Storm Shield (240)	20

Wolf Guard Terminators that do not have paired weapons from the above list must also select one additional weapon from the following list. All ranged weapons come with a Targeter (240, +1 to hit).

Weapon	Cost
Chainfist (250)	12
Power Fist (252)	10
Power Sword (252)	6
Storm Shield (240)	5

Space Wolves Dreadnought Weapons

This list is different than and replaces the one included for Space Marine Dreadnoughts (177). All ranged weapons come with a Targeter (240, +1 to hit).

Weapon	Cost
Power Fist (251) with built-in Storm Bolter (248)	15
Assault Cannon (253)	45
Salvo Missile Launcher (265) w/ Frag and Super Krak missiles (256)	45
Twin-linked (36) Lascannons (255)	55
Multi-Melta (256)	65

SPACE WOLVES UNITS

Space Wolves have their own organizational structure, very different from other Chapters. As such, Space Wolves armies cannot include standard Space Marine units, except as allies (175).

Characters

<50%

Wolf Lord

90 Points (1)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wolf Lord	4	7	7	5	5	3	7	3	10

Wears Power Armour (3+ save), armed with a Bolt Pistol (260) and Frag (276) grenades. Must be present as commander, unless a Unique Character equivalent is taken. Has a Strategy Rating (12) of 5.

Options

May purchase from the Terminator (198), Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to 3 Wargear Cards (19).

Wolf Priest

90 points (0-1+)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wolf Priest	4	6	6	5	5	2	6	2	9

Wears Power Armour (3+ save) plus **Rosarius** (integrated Conversion Field: (225), 4+ unmod save). Armed with a Bolt Pistol (260) and Crozius Arcanum (250), plus Frag (276) grenades (34). Comes with a MediPack (234). Space Wolves within 8" may re-roll any failed Leadership Test (54) once. You may always include one Wolf Priest, plus one for each Grey Hunters (200) pack.

Options

May purchase from the Terminator (198), Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to 2 Wargear Cards (19).

Iron Priest

45 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Iron Priest	4	5	5	4	4	1	5	1	9

Wears Power Armour (3+ save), armed with a Bolt Pistol (260) and Power Axe (251), plus Frag (276) grenades. May ride a Bike (176) for +20 points. Iron Priests follow all rules for Techmarines (172), including Vehicle availability (167) and repair (32). A Space Wolves army may always include one Iron Priest, plus one additional for each Grey Hunters (200) pack.

Options

May purchase from the Terminator (198), Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to 3 Wargear Cards (19).

Bodyguard

The Iron Priest may have a bodyguard of up to five Servitors (175) at 9 points each. The character and his bodyguard function as a single unit, and must obey the rules for squad coherency (18).

Rune Priests

Rune Skald (Level 1) — 62 points

Rune Priest (Level 2) — 92 points

Rune Master (Level 3) — 144 points

Rune Lord (Level 4) — 200 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Rune Skald	4	4	4	4	5	1	5	1	8
Rune Priest	4	5	5	5	5	2	5	1	8
Rune Master	4	6	6	5	5	3	6	2	8
Rune Lord	4	7	7	5	5	4	7	3	9

Space Marines – Space Wolves Units

All Rune Priests wear Power Armour (3+ save), armed with a Bolt Pistol (260) and Force Staff (229), plus Frag (276) grenades. Are Psykers with a Mastery Level (42) as listed; select from the Librarian (49), Adeptus (44) and/or Inquisition (48) lists. A Space Wolves army may always include one Rune Priest, plus one additional for each Grey Hunters (200) pack.

Options

May purchase from the Terminator (198), Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to 1 Wargear Card (19) per level.

Wolf Guard Champion

31 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wolf Guard	4	6	5	4	4	1	5	1	9

Wears Power Armour (3+ save), armed with a Bolt Pistol (260) and Frag (276) grenades. Can lead any Pack, but cannot leave a Pack so led.

Options

May purchase from the Terminator (198), Assault (168), Special (168), and Grenades (168) equipment lists. May carry 1 Wargear Card (19).

Squads

25%+

Grey Hunter Pack

316 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Grey Hunter	4	5	4	4	4	1	4	1	8

Includes 9 Space Wolves Marines and 1 Space Wolf Marine Sergeant, all of whom share the above stats. Each wears Power Armour (3+ save), armed with a Boltgun (244), Bolt Pistol (260) and Frag (276) grenades (34). The sergeant also comes with a Power Sword (252).

Options

Any model may purchase Assault (168) weapons. The sergeant may purchase a Special (168) weapon. The entire squad may be equipped with Krak (276) at a cost of +3 points per model.

Blood Claw Pack

260 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Blood Claw	4	5	3	4	4	1	4	1	7

Includes 9 Marines and 1 Marine Sergeant, all with the same stats. Each wears Power Armour (3+ save), armed with a Bolt Pistol (260) and Frag (276) grenades. When charging (29), Blood Claws double their base Attacks (to 2), but may not parry (39). May be split into two combat squads (167).

Options

Any model may purchase Assault (168) weapons. The sergeant may purchase a Special (168) weapon. Either (or both) combat squads may have Jump Packs (232) for +5 points per model or ride bikes (176) for +20 points per model. Either sized unit may be identically equipped with Grenades (168) at the listed cost per model.

Long Fangs Pack

157 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Long Fang	4	5	5	4	4	1	5	1	9

Includes 4 Marines and 1 Marine Sergeant, all of whom share the above stats. Each wears Power Armour (3+ save), armed with a Bolt Pistol (260) and Frag (276) grenades. The sergeant also comes with a Power Axe (251).

Options

Any model may purchase Assault (168) weapons. The sergeant and may purchase a Special (168) weapon. Anyone except the sergeant may purchase a Heavy Weapon (168). The entire squad may be also equipped with Krak (276) grenades for +3 points per model.

Wolf Guard

34 points per model (5-20x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wolf Guard	4	6	5	4	4	1	5	1	9

A Space Wolves army may contain up to 20 Wolf Guard. These must be formed into squads of between **5** and **20** models; all share the above stats. Each wears Power Armour (**3+** save) and is armed with a Boltgun (244), Bolt Pistol (260) and Frag (276) grenades.

Options

Any model may purchase Assault (168), Special (168), or Heavy (168) weapons. An entire squad may wear Terminator Armour (241) at a cost of **+16** points per model, plus the cost of the necessary Wolf Guard Terminator Weapons (198).

Wolf Scouts Pack

95 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wolf Scout	4	4	3	4	3	1	4	1	7
Grey Hunter	4	5	4	4	4	1	4	1	8

Includes **4** Wolf Scouts, with the above stats, plus **1** Marine Sergeant. All wear Scout Armour (**4+** save), and are armed with a Bolt Pistol (260) and Frag (276) grenades. May fight in dispersed formation (18). May infiltrate (18).

Options

Any model may carry a Scout (168) weapon. Up to **1** scout may pick either a Special (168) or a Heavy (168) weapon. The sergeant may purchase Assault (168) or Special (168) weapons. The entire squad may be identically equipped with Grenades (168) at the listed cost per model.

Special Characters

Counts as Characters

Great Wolf Logan Grimnar

140 points, 170 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Logan Grimnar	4	8	7	6	5	3	7	3	10

Wears Terminator Armour (241, **3+** save on **2D6**), with a Storm Bolter (248) and Power Fist (252). If Logan is present, he must be your army's commander; he has a Strategy Rating (12) of **5**.

Options

May carry up to **3** Wargear Cards (19); two will be the Axe Morkai (222) and the Pelt of Wulfen (235).

Rune Lord Njal Stormcaller

90 Points, 160 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Njal Stormcaller	4	8	7	5	5	4	7	3	10

Wears Power Armour (**3+** save), armed with a Bolt Pistol (260) plus Frag and Krak grenades. Has a psychic Mastery Level (42) of **4**; select powers from the Librarian (49), Adeptus (44) and/or Inquisition (48) lists.

Options

May purchase from the Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to **3** Wargear Cards (19); two of these will be his Rune Staff (236) and Night Wing the Psyber-Raven (234). The third will either be a Psychic Hood (236) or the Hood of Gnyrl (231).

Wolf Lord Ragnar Blackmane

141 points, 161 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ragnar	4	8	7	5	5	3	7	3	10

Wears Power Armour (**3+** save) plus special Dodge (114; **4+** unmod save). Armed with a Master Crafted Bolt Pistol (273), plus Frag and Krak (276) grenades. As a Wolf Lord (199) he may be your army's commander. Ragnar has a Strategy Rating (12) of **5**.

Space Marines – Space Wolves Units

Special Rules

When Ragnar charges, he may double his base attack value (to **6**) before adding any bonuses. Once per game, at the start of any movement phase, Ragnar may howl. All Space Wolves must charge (29) towards the enemy; however, all models get triple their listed movement rate, rather than the normal double for charging. Long Fangs may ignore this requirement, if you wish.

Options

May purchase from the Assault (168), Special (168), and Grenades (168) equipment lists. Ragnar may carry up to **3** Wargear Cards (19). Two of these will be his Master-Crafted Bolt Pistol (233) and FrostFang (230).

Wolf Lord Kyril Grimblood

111 points

Kyril has the same gear and options as other Wolf Lords (199). Provides a Strategy Rating (12) of **6**.

Wolf Guard Durfast of Mordrak

36 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Durfast	4	6	5	4	4	1	5	2	10

Durfast is a Wolf Guard Champion (200) and has the same gear and options as other Wolf Guard.

Options

May have up to **2** Wargear Cards (19); one of these will always be the Helm of Durfast (231).

Wolf Guard Ranulf

115 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ranulf	4	6	5	7	5	3	5	2	9

Wears Terminator Armour (241, **3+** save on **2D6**), with a Storm Bolter (248) and Power Fist (252). Ranulf is a Wolf Guard Champion (200) and will only be present leading a Wolf Guard (201) pack. Ranulf may sacrifice all additional attacks to do one single attack at Strength **10**.

Wolf Priest Ulrik the Slayer

125 points, 175 points including special wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ulrik	4	7	6	5	5	2	6	2	10

Ulrik is a Wolf Priest (199) and has all the same equipment and abilities. Ulrik also comes armed with a Plasma Pistol (261) and Krak (276) grenades.

Options

Ulrik may carry up to **3** Wargear Cards (19); one will always be the Wolf Helm of Russ (243).

Support

<50%

Space Wolves have the same options, allow the same allies (175) and follow the normal support rules (175) as other Space Marine chapters, except as noted below.

Iron Priest Requirements

At least one Iron Priest (199) is required in a Space Wolf force in order for it to be able to purchase the following: Dreadnoughts, Land Speeders, Predators, Rapier Laser Destroyers, Tarantulas. Land Raiders and Rhinos can always be purchased for any Space Wolf squad, whether the force has an Iron Priest or not, but an army with at least one Rune Priest may also purchase any number of separate Rhinos or Land Raiders, independent of a squad.

Space Wolves Dreadnoughts

115 points + weapons

Same as Space Marine Dreadnoughts (177), except that it also follows all Space Wolves (197) special rules.

Weapons

You must select **2** weapons from the Space Wolves Dreadnought Weapons (198) list.

Space Marines – Space Wolves Units

Options

May be fitted with an Auto-Launcher (244) carrying Frag (276) or Blind (276) grenades for +5 points.

Bjorn the Fell Handed

270 points

Bjorn is a Space Marine Dreadnought (177) and follows all Space Wolves (197) special rules. Has WS8. Armed with an Assault Cannon (253), plus a single Lightning Claw (251) with built-in Heavy Flamer (255). Additionally, at the beginning of the game, roll a D6 to determine the number of pips available to Bjorn that game. Pips from this pool may be spent to modify any hit results which penetrate his armour by +/-1 per pip; the final result can never be reduced below 1. Once the pool is empty, it may no longer be used.

ULTRAMARINES UNITS

The Ultramarines are a Chapter of the Space Marines (167). You may choose to play an Ultramarines army instead of a normal Space Marines army. If you do, you may supplement the normal Space Marines army list and rules with the following entries.

Characters

<50%

Veteran Sergeant

+5 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Sergeant	4	5	5	4	4	1	5	1	9

This entry replaces the standard Space Marine Veteran Sergeant entry.

The sergeant of an Assault (173), Tactical (173), Devastator (174), or Scout (173) squad may be upgraded to a Veteran Sergeant with the stats shown above, for +5 points. Each wears Power Armour (3+ save) and is armed with a Bolt Pistol (260) and Frag (276) grenades.

Options

The sergeant may purchase upgrades from the Terminator (169), Assault Weapons (168), Special Weapons (168), and Grenades (168) equipment lists. He may carry up to 1 Wargear Card (19).

Squads

25%+

Veteran Space Marine Squad

330 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Space Marine	4	5	5	4	4	1	5	1	9

Consists of 9 Veteran Marines and 1 Veteran Sergeant, all of whom share the stats above. Each wears Power Armour (3+ save) and is armed with a Boltgun (244), Bolt Pistol (260), and Frag (276) grenades.

Options

One model may purchase a Heavy (168) weapon; one may take a Special (168) weapon. The sergeant may purchase Assault (168) weapons. The entire squad may carry Krak (276) grenades for +30 points.

Veteran Space Marine Combat Squad

165 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Veteran Space Marine	4	5	5	4	4	1	5	1	9

Includes 4 Veteran Space Marines and 1 Veteran Marine Sergeant, all of whom share the above stats. Each wears Power Armour (3+ save), carries a Boltgun (244), Bolt Pistol (260), and Frag (276) grenades.

Options

One model may take either take a Special (168) weapon or a Heavy (168) weapon. The sergeant may purchase Assault (168) weapons. The entire squad may carry Krak (276) grenades for +15 points.

Allies

<50%

Ultramarines have the same options for allies (175) and support (175) equipment as other Chapters.

Special Characters

Counts as Characters

Ancient Helveticus, Bearer of the Battle Standard of Macragge

61 points; 111 points including special Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Helveticus	4	6	6	5	5	2	6	2	9

Helveticus may only be present as a Standard Bearer (171) and only if Marneus Calgar is present. Wears Power Armour (3+ save), armed with a Bolt Pistol (260) plus Frag and Krak (276) grenades.

Options

May purchase from the Terminator (169), Assault (168), Special (168), and Grenades (168) equipment lists. May carry up to **2** Wargear Cards (19); one will always be the Banner of Macragge (222).

Captain Invictus of the First Company

125 points; 140 points including special wargear

Invictus is a Terminator Captain (171) and thus wears Terminator Armour (241, **3+** save on **2D6**). He comes with a Power Fist (252). As a Marine Captain, he provides a Strategy Rating (12) of **5**.

Options

May carry up to **3** Wargear Cards (19), one of which will always be a Plasma Blaster (235).

Bodyguard

One Terminator (174) or Ultramarine Veteran (203) squad may be taken as his bodyguard; each model may select one additional Wargear Card (19). Unlike similar units, Invictus does not have to remain within squad coherency (18); he may lead the squad or operate independently as desired.

Chaplain Cassius

75 points

Cassius is a Interrogator-Chaplain (171). Cassius and any squad he is with are immune to any Fear (54) or similar effects caused by Tyranids (211) and their weaponry.

Options

Cassius does not come with a **Rosarius** (Conversion Field: 225), but may purchase one as a normal Wargear Card (19). This counts as one of the **2** cards he is allowed as a Chaplain.

Chief Librarian Tigurius

199 points; 264 points including special Wargear

Tigurius is a Space Marines Chief Librarian (172), with a psychic Mastery Level (42) of **4**. He wears Power Armour (3+ save) and comes with a Bolt Pistol (260) plus Frag and Krak (276) grenades.

Options

Tigurius may carry up to **4** Wargear Cards (19), two of which will always be the Rod of Tigurius (236) and the Hood of Hellfire (231).

Marneus Calgar, Grand Master of the Ultramarines

116 points; 134 points including special Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marneus Calgar	4	8	8	5	5	4	8	4	10

Wears Power Armour (3+ save), armed with a Bolt Pistol (260) plus Frag and Krak (276) grenades. Provides a Strategy Rating (12) of **6**.

Options

Marneus may carry up to **3** Wargear Cards (19); one of which will always be the Gauntlets of Ultramar (230).

SQUATS

HATRED OF ORKS

All Squats hate (55) Orks and Gretchin.

SQUATS EQUIPMENT

Armour

Models picking from this list may select only one item.

Armour	Cost
Carapace Armour (4+ save)	7
Squat Exo-Armour (4+ save on 2D6) w/Bolter (244), Targeter (240, +1 to hit), and Power Axe (251)	40
Refractor Field (236, 5+ unmod save)	6
Conversion Field (225, 4+ unmod save)	14
Displacer Field (226, 3+ unmod save)	24

Assault Weapons

Models picking from this list may select as many items as they wish.

Weapon	Cost
Axe (250)	1
Sword (252)	1
Autopistol (260)	1
Bolt Pistol (260)	2
Chainsword (250)	2
Hand Flamer (260)	5
Laspistol (260)	1
Plasma Pistol (261)	4
Power Axe (251)	7
Power Fist (252)	10
Power Sword (252)	6

Special Weapons

One per model.

Weapon	Cost
Flamer (245)	7
Meltagun (247)	6
Plasma Gun (248)	6

Grenades

Models picking from this list may select as many as they want.

Grenade	Cost
Blind (276)	2
Frag (276)	2
Krak (276)	3
Melta Bombs (251)	5
Plasma (278)	3
Photon Flash Flare (277)	2

Heavy Weapons

One per model.

Weapon	Cost
Auto-cannon (253)	19
Heavy Bolter (254)	11
Heavy Plasma Gun (255)	30
Lascannon (255)	34
Missile Launcher (256) with Frag & Super Krak missiles (256)	34
Multi-Melta (256)	49

Support Weapons

One pick per Crew.

Weapon	Cost
Mole Mortar (264)	30
Multilaser (256)	34
Rapier Laser Destroyer (265)	34
Tarantula (175)	41
Thudd Gun (267)	23

SQUAT UNITS

Characters

<50%

Warlord

74 points (1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warlord	3	7	6	4	5	3	5	3	10

Wears Carapace Armour (4+ save). Armed with a Laspistol (260) and Frag and Krak (276) grenades. Must be included in a Squat army as its commander. Provides a Strategy Rating (12) of 2.

Options

May purchase from the Armour (205), Grenades (205), Assault (205), and Special (205) weapons lists. May have up to 3 Wargear Cards (19).

Bodyguard

May be accompanied by a bodyguard of 4 or more Hearthguard (207). The Warlord and his bodyguard form a single unit and must obey the rules for squad coherency (18).

Battle Standard

46 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Standard Bearer	3	5	4	3	4	1	3	1	10

Wears Carapace Armour (4+ save). Armed with a Laspistol (260) and Frag and Krak (276) grenades. Any Squats within 12" may re-roll any failed Leadership test (54) once.

Options

May purchase from the Armour (205), Grenades (205), Assault (205), and Special (205) weapons lists.

Hearthguard

23 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hearthguard	3	5	4	3	4	1	3	1	10

Wears Carapace Armour (4+ save). Armed with a Laspistol (260) and Frag and Krak (276) grenades. May be present leading any Squat squad (208) or as a bodyguard for the Warlord (207); in either case, the models must remain with their unit and may not operate independently.

Options

May purchase from the Armour (205), Grenades (205), Assault (205), and Special (205) weapons lists. Each model may have up to 1 Wargear Card (19).

Engineer Guildmaster

48 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Guildmaster	3	6	5	4	5	2	4	2	10

Wears Carapace Armour (4+ save). Armed with a Laspistol (260) and Frag and Krak (276) grenades. May attempt to repair (32) damaged vehicles.

Options

May purchase Armour (205), Grenades (205), Assault (205), Special (205), and Heavy (206) weapons. May have up to 3 Wargear Cards (19).

Ancestor Lord

113 points (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ancestor Lord	3	8	6	5	6	4	5	4	10

Wears Carapace Armour (4+ save). Armed with a Laspistol (260) and Frag and Krak (276) grenades. An army with an Ancestor Lord adds D3 to their Strategy Rating (12).

Squat Units

Options

May purchase Armour (205), Grenades (205), Assault (205), Special (205), and Heavy (206) weapons. May have up to **3** Wargear Cards (19).

Upgrades

May be a Psyker; each Mastery Level (42) costs **+25** points. Select powers from the Squat (51) and Adeptus (44) lists.

Squads

25%+

Warrior Squad

85 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	3	4	3	3	4	1	2	1	9

Consists of **5** Squats, all having the above stats. Each wears Flak Armour (117, **6+** save) and is armed with a Lasgun (247), Laspistol (260), and Frag and Krak (276) grenades.

Options

Up to one model may carry a Special (205) or Heavy (206) weapon.

Attack Squad

85 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	3	4	3	3	4	1	2	1	9

Consists of **5** Squats, all having the above stats. Each wears Flak Armour (117, **6+** save) and is armed with a Bolt Pistol (260), Axe (250), and Frag and Krak (276) grenades.

Options

Any model may purchase Assault (205) weapons. One model may purchase a Special (205) weapon.

Thunderer Squad

85 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	3	4	3	3	4	1	2	1	9

Consists of **5** Squats, all having the above stats. Each wears Flak Armour (117, **6+** save) and is armed with a Lasgun (247), Laspistol (260), and Frag and Krak (276) grenades.

Options

Any model may purchase a Special (205) or Heavy (206) weapon.

Support

<50%

Allies

Allied support may come from the Space Marines (167), Imperial Guard (121), Sisters of Battle (153), Imperial Agents (108) and/or Eldar (84) lists.

Converted Vehicles

Your Squat army may include converted Imperial Land Raiders (178) and/or Rhinos (181). These vehicles have the same costs listed, but come with Squat crews (208).

Squat Crews

Included in the platform or vehicle cost

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	3	4	3	3	4	1	2	1	9

Each Squat crew (18) member has the above stats. All wear Flak Armour (117, **6+** save) and are armed with a Laspistol (260), and Frag and Krak (276) grenades.

Options

Any model may purchase an Assault (205) or Special (205) weapon.

Squat Units

Weapon Team

32 points

Includes a crew (208) of 2 Squats. The team may purchase one Support Weapon (206).

Bike Squad

143 points

Consists of 5 Bikes, each with a driver (208). Bike weapons include a Targeter (240, +1 to hit).

Weapons

Each bike carries twin-linked (36) Boltguns (244) with a 90° forward arc of fire.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
5	D4	-2	10"	15"	30"
Armour					
D6	Location	Front	Side/Rear		
1-2	Squat Rider	-	-		
3-6	Bike	10	10		
D6	Bike Damage Table				
1	Twin bolters are destroyed.				
2	The bike's maximum speed is reduced to Slow Rate for the rest of the game.				
3	Controls are damaged. Roll D6 at the start of each of your subsequent movement phases (28). On a 4+, you may move and fire with the bike as normal; otherwise, the land speeder moves out of control (31) for that turn.				
4	Wheels buckle; bike flips over, killing the crew. The wreck crashes to the ground D6" in a random direction. Any model under the bike when it lands takes D3 S6 hits with a -2 save modifier.				
5	Engine blows up, killing the rider. The wreck moves out of control (31) next turn, then comes to a permanent halt.				
6	Fuel explodes, killing rider. The flaming wreck hurtles out of control (31) next turn, then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Crew Damage Table					
	Roll to see if the rider is slain as normal. If the rider is slain, then the bike will move out of control (31) for the remainder of the game or until the gunner takes over.				

Squat Units

Heavy Weapons Bike

85 points per model

Includes a crew (208) of **1** driver and **1** gunner. Bike weapons come with a Targeter (240, +1 to hit).

Weapons

Gunner controls a Multi-Melta (256), with a 180° arc of fire to the front. Driver controls twin-linked (36) Boltguns (244), with a 90° forward arc.

Ram			Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast
6	D6	-3	8"	18"	24"
Armour					
D6	Location	Front	Side/Rear		
1-3	Crew	-	-		
4-6	Bike	10	10		
D6	Bike Damage Table				
1	Twin Boltguns are destroyed.				
2	Multi-Melta is destroyed.				
3	Controls are damaged. Roll D6 at the start of each of your subsequent movement phases (28). On a 4+, you may move and fire with the bike as normal; otherwise, the land speeder moves out of control (31) for that turn.				
4	Wheels buckle; bike flips over, killing the crew. The wreck crashes to the ground D6" in a random direction. Any model under the bike when it lands takes D6 S7 hits with a -2 save modifier.				
5	Engine blows up, killing the crew. The wreck moves out of control (31) next turn, then comes to a permanent halt.				
6	Fuel explodes, killing crew. The flaming wreck hurtles out of control (31) next turn, then explodes, causing D3 S8 hits with a -3 save modifier to all models within 3" .				
Crew Damage Table					
	Hit the crew nearest to the attacker, or randomize if it is unclear. Roll to see if the crewman is slain as normal. If the driver is slain, then the bike will move out of control (31) for the remainder of the game or until the gunner takes over.				

TYRANIDS

STRATEGY CARDS

As a Tyranid player, you do not draw Strategy Cards (21) as normal. Instead, you get to roll on the following tables before either side deploys at the start of the game. You roll a **D6** for each squad, vehicle, Dreadnought, and character model in the opposing force. In addition, the opposing player must remove the Virus Outbreak, Malfunction, and Traitor Strategy Cards from the deck before drawing, since they don't make sense when used against Tyranids.

Character Event Table

Roll a **D6** for each of your opponent's characters (17).

1	Hatred. The character hates (55) the Tyranids.
2-5	No effect.
6	Wounded. The character starts the game at -1 Wounds.

Squad Event Table

Roll **D6** for each of your opponent's squads.

1-3	No effect.
4	<i>"We can't take any more!"</i> This squad Fears (54) all Tyranids; those Tyranids which already cause Fear cause Terror (55) for this squad instead.
5	<i>"Jones is acting strangely."</i> Roll a D6 at the start of each of your turns; on a 6 , randomly select a model from the squad's original numbers. If the model is already gone, ignore this effect. Otherwise, the model is slain as a Barbed Strangler (253) bursts out of it and attempts to destroy everything nearby.
6	<i>"They're all around us!"</i> The squad does not deploy as normal on the first turn, but may instead move from your opponent's edge of the table in his second turn. In addition, roll another D6 ; on a 4+ , a random member of the squad vanishes without a trace. This is the only result that will affect Eldar Wraithguard (90).

Dreadnought/Walker Event Table

Roll **D6** for each of your opponent's Dreadnoughts or Walker units.

1-3	No effect.
4	Low on Fuel. Roll a D6 each time the vehicle moves; add +2 if it ran or charged this turn. Any total of 6+ means the Dreadnought is immobilised for the rest of the game due to lack of fuel.
5	<i>"They're all around us!"</i> The Dreadnought is not deployed as normal at the beginning of the game, and may instead be deployed from its controller's table edge during the beginning of his second turn.
6	Corrosive Damage. In the Dreadnought's first turn, roll for a random hit location on the vehicle's datafax and then roll a D3 on the appropriate damage table for the effect. Re-roll the dice if the damage hits a crewman (18).

Vehicle Event Table

Roll a **D6** for each of your opponent's non-Dreadnought vehicles.

1-3	No effect.														
4	“What the *****?” A Skulker has gotten onboard the vehicle. Roll a D6 each time the vehicle moves: on a 4+, the Skulker attacks a random crew member (18) in hand-to-hand combat (38). If the driver is attacked, the vehicle will move out of control (31) that turn; if a gunner is targeted, one randomly-determined weapon may not fire. Neither side counts as charging (29), and other crew can’t help. If the Skulker slays its target, it will attack another in the next turn and continue until the whole crew (or it) is dead. <table><tr><td>Profile</td><td>WS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td></tr><tr><td>Skulker</td><td>3</td><td>3</td><td>1</td><td>1</td><td>4</td><td>1</td></tr></table>	Profile	WS	S	T	W	I	A	Skulker	3	3	1	1	4	1
Profile	WS	S	T	W	I	A									
Skulker	3	3	1	1	4	1									
5	“They’re all around us!” The vehicle does not deploy at the beginning of the game, but may enter on its controller’s table edge at the start of his second turn.														
6	Corrosive Damage. On its first turn, roll a random hit location and roll a D3 on the appropriate damage table, re-rolling if the damage is done to a crewman (18).														

MISSION CARDS

Due to the unusual nature of Tyranids, only the Assassins (20), Engage and Destroy (20), Hold the Line (20), Take and Hold (20), and Witch Hunt (20) Mission Cards (20) may be taken against them. All others either do not apply or are disallowed. Tyranids select their mission randomly from the following list:

1	Bunker Assault (20) (Re-roll if the enemy is not using bunkers)
2	Engage and Destroy (20)
3	Dawn Raid (20)
4	Terrorize (20)
5	Tyranid Attack (21)
6	Trap (20)

WEAPON IMMUNITIES

Tyranids are curious genetic monstrosities which are completely unlike other humanoid lifeforms. As a result, their physiology is naturally resistant to many types of weapons and effects. Unless a weapon or effect is specifically mentioned here, it affects all Tyranids normally.

Conversion Field/Photon Flash Flare

Tyranids count as Unprotected troops against these devices; Tyranids recover from being blinded on a **3+** instead of the normal **5+**.

Flamers

Tyranids caught on fire (25) may ignore the flames and keep fighting, though they take damage as normal.

Grenades

Tyranids are immune (232) to Choke, Hallucinogen, Scare, Toxin, and Virus grenades.

Heavy Bolter Hellfire Shells

Tyranids are vulnerable to this weapon and take damage as normal from it.

Needle Weapons, Shuriken Screamer Ammo

Tyranids are completely immune to these weapons.

Pulsa Rokkit, Shokk Attack Gun

All Tyranids are counted as "foot troops" against these weapons.

Smasha Gun

Tyranid Warriors, Zoanthropes, and Lictors count as Terminator-sized targets. Hive Tyrants and Carnifexes count as Dreadnought-sized targets.

Squig Catapult

Tyranids not specifically mentioned count as “Tyranids” and have a **4+** save against Buzzer Squigs.

BIOMORPHS

Some models may take Biomorphs, the Tyranid bio-equivalent of Wargear. Where applicable, the ability to take these alterations and the number which may be taken are noted in the model’s description.

House Rule: As written, Tyranid monstrous creatures with heavy weapons are subject to the –1 WS penalty for being encumbered. Some players prefer to ignore this, thinking that such creatures are built to handle such weapons.

Acid Blood

+5 points per model

If the creature is wounded or slain, all models in base-to-base contact with it will suffer an automatic hit with a Strength equal to the slain creature’s Toughness. The acid will cause **1** Wound and has a save modifier of **–1** for each point of its Strength over **3**.

Acute Senses

+0; Lictor only

May detect hidden (29) models within **2x** its Initiative characteristic in inches.

Adrenaline Sac

+10 points per model

Once per game, the creature may either charge (29) and fire or run (29) and fire in the shooting phase (33) in the same turn even if it using a move or fire weapon or charging into hand-to-hand combat (38).

Aura of Torment

+10 points per model

All non-Tyranids within **8”** of the creature suffer a **–2** modifier to their Leadership for the purposes of Break (54), Rally (53), and Leadership-based psychology (54) tests.

Bio-Plasma Attack

+40 points per model

May fire a Bio-Plasma (253) attack once per round. Counts as a move-or-fire support weapon (33).

Chameleon Scales

+0; Lictor only

Any shots fired at a Lictor which did not move in its previous turn are at an additional **–1** to hit. If it hides, it can’t be spotted — it can only be detected. A Scanner (237) or Bionic Eye (223) can only detect a hidden Lictor on a **D6** roll of **4+**. While hiding, it may only be attacked by weapons with a blast marker (35).

Enhanced Senses

+2 points per model

May detect hidden (29) models within **3x** its Initiative characteristic in inches. Enemy models may not infiltrate (18) within line of sight. Cameleoline (224) is ineffective against this sense.

Flesh Hooks

+7 points per model

The creature may fire up to **2** Flesh Hooks (246) at a single target in the shooting phase (33), but may not use its flesh hooks and fire another ranged weapon in the same turn.

Hardened Carapace

+10 points per model

The creature is granted a **2+** saving throw on **D6**; note that this armour save is used in lieu of any others it might have had. Note also that Lictors' saving throws cannot be reduced to less than **5+** by modifiers.

Null Zone

+35 points per model

If the creature is to be affected by a psychic power, it may nullify (44) it on a **D6** roll of **4+** automatically. This nullify may be used against powers targeted directly at the creature and against powers which affect an area or marker including the creature. Distortion cannons (262), Wraithcannons (249) and Vortex (279) grenades are weapons which use Warp energy, and the Null Zone protects against them.

Optic Membranes

+1 point per model

The creature gets a **2+** saving throw on **D6** against being blinded by a Photon Flash Flare (277), Conversion Field (225) or similar effect.

Regenerate

+10 points per model per Wound the model has

If the creature is reduced to **0** Wounds, place it on its side; the model may still be fired at or hit in close combat as normal. In the Rally phase of the next Tyrannid turn, roll to Regenerate each Wound the creature has suffered (including Wounds taken on previous turns). Roll a die for each Wound; on a **4+**, the Wound is removed. All unhealed Wounds remain. If after rolling to regenerate, the creature has more Wound markers remaining than it has in its Wounds (W) characteristic, the model is removed as a casualty.

Sharpened Claws

+5 points per model

The Strength of the creature in close combat (38) is boosted by **+2**, and its hits in close combat count as psychic attacks for the purposes of penetrating daemonic auras (58), etc.

Toughened Exoskeleton

+10 points per model

The creature's Toughness is at **+1** to a maximum of **10**.

Venom Sacs

+5 points per model

Any hits the creature inflicts in close combat (38) cause **D3** Wounds instead of **1**.

Voltage Field

+20 points per model

The creature gains an additional unmodified saving throw of **4+** on **D6**. If the creature is within **4"** of a field of any kind, the voltage field will burn it out (rendering it disabled for the rest of the game) on a **4+** on **D6**. In addition, the creature gains a **+1** bonus to its Strength in close combat (38).

Warp Blast

+0; Zoanthropes only

In the psychic phase (42), Zoanthropes may unleash a Warp Blast (275) that acts just like a normal ranged weapon. The standard choosing a target (33) rules apply. Though this does not require any Force cards, you may use one or more to fuel its power. See the weapon profile (275) for more information.

Warp Field

+40 points per model

Roll **2D6** against each attack that hits the creature. If the roll beats the Strength value of the attack, the psychic shield stops it harming the creature in any way. If the roll is equal to or less than the Strength, it the attack pierces the shield; make Wound and armour save rolls as normal. Weapons lacking a Strength value such as a Wraithcannon (249), Needle Rifles (247), Shokk Attack Guns (257), Vortex (279) grenades and the like count as having Strength 6. Psychic attacks may be blocked but only if they have an explicit Strength value in their description.

PSYCHIC POWERS

Each power may only be purchased once.

Psychic Powers	Cost
Catalyst (51)	40
Horror (51)	25
Hypnotic Gaze (51)	20
Psychic Scream (52)	15

TYRANID UNITS

Individuals

<50%

Hive Tyrant

164 points (1+)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hive Tyrant	6	9	7	6	6	5	8	5	10

Chitinous carapace (4+ save). Armed with claws (S6 equals -3 save modifier) and a bad attitude. Tyranid armies must contain at least one Hive Tyrant as the commander, and may have up to 1 more for each thousand points or fraction thereof. Hive Tyrants have a Strategy Rating (12) of 1. Hive Tyrants have an effective psychic Mastery Level (42) of 4; powers are purchased separately. Hive Tyrants cause Terror (55). Any Tyranids within 18" automatically pass any Leadership test (54). Broken (53) broods within 18" during the Rally Phase (53) automatically rally.

Options

May take up to 3 Biomorphs (213). May purchase up to 4 psychic powers (51).

The Tyrant may choose one of the following weapons:

Bio-Weapon	Cost
Deathspitter (245)	13
Devourer (245)	9
Barbed Strangler (253)	31
Venom Cannon (259)	40

Additionally, the Tyrant may take up to 2 of the following weapons:

Melee Bio-Weapon	Cost
Lash Whip (251)	9
Bonesword (250)	6
Spinefist (261)	7

Zoanthrope

120 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Zoanthrope	4	4	5	4	4	3	3	2	10

Zoanthropes are psykers of Mastery Level (42) 2; they always have the following two powers: Warp Field (215) and Warp Blast (214). Affected by all weapons and psychic events which affect daemons and/or psykers, including Psychic Duels (44). All hand-to-hand combat (38) attacks count as psychic attacks for the purposes of penetrating daemonic auras (58). Zoanthropes cause Fear (54), are immune to psychology (54) and will pass any Break tests (53).

Lictor

96 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lictor	6	7	4	6	5	3	8	4	10

Chitinous hide and Dodge (5+ unmodified save). The dodge may be used against effects which normally allow no saving throw, including Vortex (279) grenades and Wraithcannons (249), and allows a 2" move to avoid template (35) weapons. Armed with claws (S6 equals a -3 save mod) and two Flesh Hooks (246). Lictors have Acute Senses (213) and Chameleon Scales (213, enemy -1 to hit). Opponents wounded in close combat (38) suffer additional **D6-Toughness** wounds from poison at the end of the combat phase. Lictors may infiltrate (18), are immune to psychology (54) and automatically pass any Leadership tests (54). Lictors cause Fear (54) in enemy models and players.

Options

Lictors may have one additional 1 Biomorph (213).

Broods

25%+

Gargoyle Brood

16 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gargoyle	20	3	3	3	3	1	3	1	5

A brood has between **6** and **12** models, all with the above stats. Armed with Flamespurts (245). Gargoyles (217) fly up to **20"** as their sole form of movement, and ignore all penalties for terrain (28). Even when running (29) or charging (29), Gargoyles may still only move up to **20"** per turn.

At the start of its movement phase (28), a Gargoyle brood may declare that it is flying away from the battlefield. They may take no other actions that turn, and the models are removed from the table. Models may disengage (39) from hand-to-hand combat (38) in this way without penalty. A brood which has left the battle in a previous turn may land back on the table anywhere it wishes during its next movement phase (28). It may not make any other movement that turn. Models diving into hand-to-hand combat (38) count the +1 Weapon Skill bonus for charging (29).

Genestealer Brood

28 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Genestealer	6	7	0	6	4	1	7	4	10

A brood has between **6** and **12** models, all with the above stats. Each has Chitinous armour (**5+** save). Armed with claws (**S6** is a **-3** save mod). Immune to psychology (54). Cause Fear (54).

Hormagaunt Brood

8 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hormagaunt	6	4	0	4	3	1	4	2	5

A brood has between **6** and **24** models, all with the above stats. Armed with claws (**S4**, **-1** save mod). Gains a **6"** leap when running (29) or charging (29) — thus a total move of up to **18"**; the leap ignores terrain up to **3"** in size. Hormagaunts must still charge (29) the closest unengaged enemy model.

Termagant Brood

6 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Termagant	6	4	3	3	3	1	4	1	5

A brood has between **6** and **24** models, all with the above stats. Each is armed with a Fleshborer (246), and has *no armour*.

Options

Any model may replace their Fleshborer with either a Spike Rifle (248) for +1 point per model or a Strangleweb (249) for +6 points per model.

Tyranid Warrior Brood

55 points per model

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tyranid Warrior	6	6	4	5	5	2	5	3	10

A brood has between **3** and **6** models, all with the above stats. Each has Chitinous armour (**5+** save) and comes with **2** Boneswords (250). Any Tyranids within **12"** automatically pass any Leadership tests (54). Immune to psychology (54). Causes Fear (54).

Options

Each Tyranid Warrior may have up to **1** Biomorph (213). Any number of models may replace both Boneswords with one of the following options:

Tyranid Units

Bio-Weapon	Cost
Deathspitter (245)	6
Devourer (245)	2
Lash Whip (251) & Bonesword (250)	8
Spinefist (261) & Bonesword (250)	6

Up to **1** Warrior in the brood may replace its Boneswords with one of these weapons:

Bio-Weapon	Cost
Barbed Strangler (253)	24
Venom Cannon (259)	33

Support

<50%

Allies

A Tyranid swarm may not include any allies.

Biovore

20 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Biovore	4	3	3	4	4	2	1	1	10

Armed with claws (**S4**, **-1** save mod). You may have up to **1** Biovore per **750** points. May include up to **6** Spore Mines (218) (purchased separately) and may fire one each shooting phase (33) with a range of up to **100"**; when doing so, you may pick any target on the battlefield. Instead of rolling to hit normally, roll the Scatter die; a roll of a Hit means the spore mine drifts down **D6** inches away from the nominated target point in a random direction indicated. An arrow means the mine drifts **3D6** inches in that direction.

Carnifex

199 points

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Carnifex	6	6	4	7	8	10	6	4	10

Chitinous armour (**3+** save on **2D6**). Armed with claws (**S7**, **-4** save mod) and bio-plasma attack (253). Causes Terror (55). May choose to roll only one attack die at Strength **10**, causing **D3** Wounds.

Options

A Carnifex may have up to **2** Biomorphs (213).

Ripper Swarm

20 points per base (0-1x)

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ripper Base	4	3	0	4	3	5	1	5	10

A swarm consists of any number of Ripper bases. Armed with claws (**S4**, **-1** save mod). Immune to psychology (54). Enemy models in hand-to-hand combat (38) do not count the normal bonuses for multiple combatants (39). Any organic terrain that a base moves over should be removed from the tabletop. Rippers ignore all penalties for terrain (28) and can even slither up vertical surfaces. Smaller creature (33).

Spore Mines

10 points per Mine

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Spore Mine	2D6	0	0	1	4	1	1	0	10

Spore mines move **2D6"** in a random direction each of your movement phases (28). If they move within **1"** of a non-Tyranid model, they explode, hitting everything within **D6"**. Hits are at **S5** and cause **D3** Wounds apiece with a **-2** save modifier. Armour penetration (37) is **10+2D3+D6**. Tyranid creatures hit by an exploding spore mine suffer an **S5** hit causing **1** damage with no save modifier. Spore Mines are never worth any Victory Points (19) to the enemy. Smaller creature (33).

Bio-tanks

These are Armorcast (www.armorcast.com) models and the rules **are** approved by Games Workshop.

Exocrine

165 points

Slug/Tracked (30). Causes Fear (54). Immune to psychology (54). May fight in close combat (38) — because the Exocrine is so large, bonuses for additional attackers do not apply.

Options

Armed with one Bio-Cannon (262) with a 45° forward arc, and Spore Cysts (267) with a 360° arc of fire.

Special Rules

If the Exocrine's link with the Hive Mind is severed, it will **Nest**. While Nesting, it will remain stationary and fire its chitin shells at the nearest enemy target, whether vehicle or infantry. When a Tyranid vehicle rams or charges another vehicle, work out damage to the other vehicle as normal. For the Tyranid vehicle the location that actually touches the other vehicles is hit on a **D6** roll of **4+** and other locations are hit on a **D6** roll of **6**. Work out damage for any hit locations as normal.

M	WS	BS	S	I	A	Ld
-	4	4	8	4	2	10
Ram				Speed		
Str	Dmg	Save Mod	Slow	Combat	Fast	
8	D12	-5	5"	10"	15"	
Armour						
D6	Location	Front	Side/Rear			
1	Pseudopod	20	18			
2-4	Body	22	18			
5-6	Bio-Cannon	18	18			
D6	Pseudopod Damage Table					
1	The foot is damaged but keeps sliming. The Exocrine may only move Slow speed for the rest of the game.					
2-5	The foot is destroyed. The Exocrine comes to a permanent halt for the rest of the battle.					
6	The foot is splattered across the landscape and a massive muscle contraction causes the Exocrine to flip into the air. The Exocrine is killed and the remains come to rest D6" away in a random direction. Any models under the remains take D6 S7 hits, with a -2 saving throw modifier.					
D6	Body Damage Table					
1	The hit disrupts the Exocrine's central nervous system, severing the link with the Hive Mind for the next Tyranid turn.					
2-3	The hit damages the Exocrine's central nervous system, severing the link with the Hive Mind permanently.					
4-5	The Exocrine loses all control and runs amok in its next movement phase, ramming the nearest model, unit or vehicle (friend or foe), or turning and shooting at the nearest unit if there are none within movement range. At the end of the following close combat phase the Exocrine then collapses and dies.					
6	The Exocrine's slime fungus ammunition ruptures, destroying the Exocrine and spraying slime fungus over any models within 3" of the Exocrine, causing D6 Strength 8 hits with a -3 saving throw modifier.					
D6	Bio-Cannon Damage Table					
1	The adaptive nerve bundles lining the Bio-Cannon are damaged and it may only be fired if you first roll a 4 or more on a D6 .					
2-5	The Bio-Cannon is destroyed and the weapon may not fire for the rest of the game.					
6	The Bio-Cannon is destroyed as above, but exploding slime fungus ammo ruptures into the body. Roll on the Body Damage Table to find out what effect this has.					

Wargear

WARGEAR CARDS

Cards which are *Common* do not take up a Wargear 'slot'. *Uncommon* cards may be taken by as many models as you wish, subject to their normal limitations. Cards marked *Rare* may only be taken as many times as their listed number. However, each army may purchase that many cards-worth. On the other hand, *Unique* items may only be purchased once, and only by one side.

AEGIS SUIT

18 points..... **Rare 2**

The model gains an additional saving throw of 4+ against any enemy psychic power used against it.

ANIMUS MALORUM

No points cost..... **Unique**

Space Marines Legion of the Damned Sergeant Centurius only

During the psychic phase (42) the power of the Animus Malorum may be targeted at a single enemy model within 12". You may use between 1 and 3 Force Cards (43) to power the skull. Roll a d6 for every Force Card (43) used. If the result is more than the target's Leadership value then its soul is sucked from its body; the model is dead regardless of wounds or armour. If the target is killed then you may resurrect a dead Legion of the Damned model, placed within normal squad coherency (18). This cannot be used to increase the size of the unit beyond its original size. The power of the skull may be Nullified (44) like a psychic power, requiring a 4+ to successfully nullify.

ANIMUS SPECULUM

No points cost..... **Special**

Culexus Assassin only

In the psychic phase (42), the Animus Speculum may fire Warp Blasts — one blast per Force Point sapped from the Warp by the Culexus Assassin's Force Matrix (229), up to 3 blasts. Roll to hit for each blast separately, just like a shooting attack. Each blast may be fired at a different target as long as it is in the Assassin's arc of fire.

If a blast wounds a psyker, there is a chance that the blast will destroy one of his powers. Both players each roll a D6. To this score, you may add as many Force Points stored in the Force Matrix, and the psyker's controller may add any number of Force Warp cards. Both players then reveal their total score: if the Assassin's score is higher, the psyker loses one psychic power, picked at random. A psyker may only attempt to nullify (44) a blast that targets him. Each blast must be nullified individually and always counts as having the same Mastery Level as the psyker nullifying it. Each blast of negative Warp energy has the following profile:

Range		To Hit		Str	Dmg	Save Mod	Armour Pen
Short	Long	Short	Long				
0-12	12-24	+1	—	5	1	-5	2D6+5

ARMOUR-PIERCING AMMO

5 points, one use only..... **Uncommon**

Used with one projectile weapon the model is equipped with which you select before the game starts. When the model fires a shot with the selected weapon, you may choose to have it fire Armour-Piercing Ammo instead of its normal ammunition. AP ammo gains additional armour penetration (37) dice, for that one shot only, based on the Strength of the weapon with which it is used, as follows:

Weapon's Strength	1-3	4-5	6-7	8-10
Bonus Dice	+D3	+D6	+D12	+D20

Cannot be used in combination with other types of ammo. **Discard after use.**

AUTO-LAUNCHER

5 points, one use only..... **Uncommon**

Space Marine Terminators only

See the weapon's profile (244) for more information. **Discard after use.**

AUTOSENSES

Automatic..... **Common**

Space Marines, Chaos Terminators, Eldar Aspect Warriors, Squat Exo-Armour only

Some types of armour are considered to have AutoSenses. This provide special benefits when dealing with Photon Flares (277) and Smoke (278) grenades.

AUXILIARY GRENADE LAUNCHER

8 points..... **Uncommon**

May be attached to any projectile weapon, including close combat (250) weapons, and may be fired in addition to normal shooting. Loaded with either Frag (276) or Krak (276) grenades; choose which before the start of the game. Models shooting a normal weapon and the grenade launcher in the same shooting phase (33) take a **-1** to hit penalty for both shots. See the weapon profile (244) for more information.

AXE MORKAI, THE

15 points..... **Unique**

Space Marines Space Wolves commander only

The Axe is **S6** and enemies suffering wounds from it take a **-3** save modifier. For each critical hit (39) scored in hand-to-hand combat (38), add not **+1** to the Combat Score of the Axe's user but **+D3**. For more information, see the weapon profile (269) for this weapon.

BALE EYE

5 points..... **Unique**

Imperial Guard Commissar Yarrick only

The Bale Eye may be used at the start of each hand-to-hand combat phase. It automatically hits any one model already engaged in hand-to-hand combat fighting with a **S4** hit (1 damage, **-1** save mod).

BANNER OF MACRAGGE

50 points..... **Unique**

Space Marines Ultramarines Standard Bearer only

The Standard Bearer and any unit he is with are immune to psychology (54) and causes Fear (54).

BANNER OF SANCTITY

15 points..... **Unique**

Sisters of Battle Uriah Jacobus only

Any friendly unit within **12"** of the banner may roll **3** dice for any Leadership tests (54) required and choose the lowest **2**. Any unit led by the bearer of the standard may ignore any hand-to-hand combat (38) fumbles they roll (the roll is still a **1**, but no fumble result occurs) and count any **6** rolled as a critical hit, not just second and subsequent 6s.

BANSHEE MASK

12 points..... **Common**

Eldar Exarchs only

When a model wearing this device charges (29) another model, the target cannot attack via Overwatch (29), and during the first round of hand-to-hand combat (38) rolls no Attack Dice.

BATTLE CLAW

10 points..... **Unique**

Imperial Guard Commissar Yarrick only

See the weapon profile (269) for this weapon for more information.

BATTLE STANDARD

10 points..... Unique
Once per turn, any squad within 12” of one of their battle standards can retake a failed Break test. If the commander is also within 12” of the unit, then the squad is also able to use his Leadership value for this test.

BIONIC ARM

5 points..... Uncommon
The model gains +1 Strength and +1 Initiative in hand-to-hand combat (38).

BIONIC EYE

5 points..... Uncommon
The model gains +1 to hit, and may detect hidden (29) troops within 24”.

BIONIC LEG

3 points..... Uncommon
The model gains +1 Attacks, and may make a special Kick Attack if it wins a round of hand-to-hand combat (38). The kick attack may be made instead of any hits normally made, is resolved at +2 to the model’s Strength and inflicts D3 damage. If the target is no bigger than the model with the Bionic Leg, it is also knocked back D3” by the kick.

BLACK STAFF OF AHRIMAN

25 points..... Unique
Chaos Space Marines Ahriman only
Whenever the user uses a psychic power, this item reduces the number of Force Cards (43) required to power it by 1, to a minimum of 1. In hand-to-hand combat (38), the Staff adds +4 to the user’s Strength. For more information, see the weapon profile (269) for this weapon.

BLADE OF DESTRUCTION

12 points..... Unique
Eldar Jain Zar, The Storm of Silence only
See the weapon profile (269) for this weapon for more information.

BLADES OF REASON, THE

25 points..... Rare-1
Space Marines Dark Angel Interrogator Chaplains and Master Chaplains only
See the weapon profile (269) for more information about this item.

BLOOD FURY OF KHORNE

30 points..... Unique
Chaos Space Marines Kharn only
Kharn (75) has double the normal number of Wounds for an Exalted Champion (total 6). However, his fury is so severe, he will not stop attacking just because he runs out of opponents. If there are no enemy models within his follow-up (39) range (4” for Kharn), he will attack the nearest allied or friendly model. Check each turn to see if there is an enemy model within range.

BLOODTHIRSTER’S WHIP

No points costSpecial
At the start of any hand-to-hand combat (38) phase, the wielder can make a special attack with his whip against any one enemy in base-to-base contact. A model that is so attacked must roll D6 and score under its Initiative to avoid the whip (a 6 always fails). Models failing to avoid the whip suffer an S8 hit with a –5 save modifier. Also, counts as an additional hand weapon, which grants an extra Attack die.

BOOK OF SALVATION

No points cost Unique
Space Marines Dark Angels Grand Master Librarians only

If the Grand Master is slain, do not remove the model: lie it on its side. The first Dark Angel to reach the body will retrieve the book instead of attacking that turn. Until the book has been picked up, all Dark Angels are immune to psychology (54), will never break (53), and may add +1 to their WS. However, if the Dark Angels have failed to recover the book by the end of the game, they lose 10 Victory Points (19).

BRIGHT LANCE

40 points Uncommon
Eldar only

See the weapon profile (269) for more information on this item.

BUZZER SQUIG STIKKBOMBZ

5 points, one use only Rare-1
Orks Only

When the Stikkbomb is thrown, place a Buzzer Squig template wherever the shot lands. Resolve the effects just as if a Squig Katapult (266) shot had landed at that spot. **Discard after use.**

CAMELEOLINE

5 points Uncommon

All shots fired at a stationary model wearing Cameleoline are at -1 to hit in addition to other modifiers. If the model hides (29), troops that move into a position to see the hiding model — or move within their Initiative distance — will only detect him rather than spot him.

CHAOS WARMASTER'S TERMINATOR ARMOUR

70 points Unique
Chaos Space Marines Abaddon only

Confers a 2+ armour save on 2D6. Yes, this means that unless the weapon being fired at Abaddon has a saving throw modifier, it is impossible to wound him. The armour will also nullify (44) any psychic power used against Abaddon or which includes him in its area on a 4+ on D6.

CHIRURGEON, THE

30 points Unique
Chaos Space Marines Fabius Bile only

Contains a Frenzon (230) dispenser. Wearer gains +2 Attack Dice in hand-to-hand combat (38).

CLAW OF THE DESERT TIGERS

16 points Unique
Imperial Guard Al'rahem only

This is an ordinary Power Sword (252), but it causes Fear (54).

COLLAR OF KHORNE

30 points Uncommon
Chaos followers of Khorne only

Force weapons (26) lose their Strength bonus when attacking this model, and cannot wound the wearer automatically. Psychic attacks which would affect wearer are automatically nullified (44).

COMBAT DRUGS

25 points..... Rare-2

Model may use Combat Drugs at any time with immediate effects. The model speeds up (Move **x 2**, Initiative **x 2**, Attacks **x 2**) and becomes stronger (Strength **+1**) and harder to injure (Toughness **+1**). At the end of each of the models' turns after taking the drugs, roll a **D6**; on a **5+**, the model suffers **1** wound with no save possible. The effects of the drugs last until the model suffers a wound for any reason — at which point this card is discarded and the model's characteristics return to normal. Combat Drugs cannot be used in combination with Frenzon (230).

COMBI-WEAPON

10 points..... Uncommon

Imperium or Orks only

A combination of two weapons. At the beginning of the game, declare which you would like: a combination Bolter (244) and Meltagun (247), Bolter and Plasma Gun (248), Bolter and Flamer (245), or twin Bolters (counts as a single Storm Bolter (248)). Each shooting phase (33), you can either fire just one barrel of the combi-weapon as per normal shooting rules, or fire both barrels at the same target with a **-1** to hit modifier on both shots.

CONVERSION FIELD

10 points..... Rare-3

The wearer gains an additional, unmodified armour saving throw of **4+**. A successful save using the Field causes a blinding flash, as per Photon Grenades (277); unprotected troops within a radius equal to the incoming weapon's Strength in inches will be blinded until the beginning of their next turn on a **4+** on **D6**. Blind models cannot move or shoot and fight in hand-to-hand combat (38) with a WS of **1**.

CROZIUS ARCANUM

10 points..... Uncommon

Imperium only

See the weapon profile (250) for more information on this item.

CRUSHING ARM OF KAMIR

20 points..... Unique

Imperial Guard Mogul Kamir only

Calculate the number of hits scored in hand-to-hand combat as normal. Once you know how many hits Mogul has inflicted, roll a **D6**. If the score is equal to or less than the number of hits scored, then the Crushing Arm has successfully gripped the enemy — in which case, the number of hits already inflicted is automatically *doubled*. A **6** always means the Arm has failed in this attempt.

C'TAN PHASE SWORD

10 points..... Special

Cypher, Fallen Angels Champion and Callidus Assassins only

See the weapon profile (270) for more information on this item.

CYBORK BODY

35 points..... Rare-1

Orks only

A Cybork Body increases the Strength and Wounds of the Ork wearing it by **+2** apiece. Additionally, if the Ork is hit by an attack (ranged or close combat), the hit is resolved using normal Armour Penetration (37) rules; he is treated as having an Armour Value of **15**. If the attack's penetration is exactly **15**, the Ork is knocked over and may neither move nor fire in his next turn as he spends it standing back up. Attacks with a penetration greater than **15** knock the Ork over as above, but also cause **1** Wound for each point by which the attack beats the Cybork Body's Armour Value by; e.g., an attack with Penetration **18** would cause **3** Wounds to the Ork.

DARK REAPER RANGEFINDER5 points..... **Common****Eldar Exarchs only**

This device incorporates a Targeter (240, +1 to hit). In addition, the model may ignore any penalties when firing at moving targets (34).

DAEMON SWORD DRACH'NYEN, THE25 points..... **Unique****Chaos Space Marines Abaddon only**

See the weapon profile (270) for more information on this item.

DAEMON WEAPON25 points..... **Rare-2****Chaos only**

A model wielding a Daemon Weapon gains +2 to their WS and Strength, and always wounds psykers and daemons on a roll of 2+ regardless of their Toughness. Living models wounded by this weapon during hand-to-hand combat (38) must pass a Leadership test (54); if they fail, they die.

DEATH MASK OF SANGUINIUS15 points..... **Unique****Space Marines Blood Angels commander only**

The wearer causes Terror (55).

DIGI-LASERS6 points..... **Rare-2**

Automatically fired at the start of hand-to-hand combat (38) against all opponents in base-to-base contact, before any Attack Dice are rolled and regardless of whose turn it is. Work out the shots as normal. Digi-lasers get 3 shots which may be divided any way you choose against all models in base-to-base contact with the firing model. Once close combat has started the lasers have no further effect.

Strength	Damage	Save Mod.	Armour Pen.
3	1	-1	D6+3

DISPLACER FIELD20 points..... **Rare-2**

The wearer gains an additional, unmodified armour saving throw of 3+ on D6. A successful save means the wearer is moved D6" in a random direction. A Displacer field will not work against a Vortex (279) grenade.

The field only activates after the attacker has made a successful roll to wound. In the case of a model being hit by multiple shots from a squad and/or sustained fire weapon, the model would first take all of its saving throws together and then displace only once (assuming the model wasn't killed and at least one saving throw was made by the Displacer field).

Blast Marker & Template Weapons

Even if the saving throw is made, the field cannot displace the protected model completely out of danger if it's hit by weapons which affect a template or blast marker. If the model doesn't displace far enough to move it outside the template or blast marker, it will still take the hit just as if it had failed to save in the first place. If the model makes it partially out of the area of effect, roll another D6: on a 4+ the model is safe.

Flamers

If the model successfully saves and displaces completely out of the flamer template, there is no chance of the model catching fire. If the protected model fails to save or doesn't displace out of the template, the model may catch fire. If the protected model catches fire, the Displacer field offers no protection against the fire.

Close Combat

In hand-to-hand combat a model with a Displacer field rolls saving throws as it gets hit, but even if the model is fighting multiple opponents it only displaces once after all of its combats that turn have been resolved.

Psychic Attacks

A Displacer field offers protection against psychic attacks in much the same way as being able to dodge, so it will give a saving throw against those powers which make a direct, physical attack on the protected model. See the question about Dodging.

Characters and Rides

A character that is displaced does not bring its ride with it. Any bike, Tzeentch flying disc, etc. is left behind.

DOC'S TOOLS

8 points..... **Uncommon**

Ork Painboyz only

An Ork Painboy with Doc's Tools always counts as having two close combat (38) weapons. If the Painboy wins a round of close combat and inflicts at least 1 Wound, the victim is removed as a casualty regardless of how many wounds he has remaining.

ETHERIUM

No points cost **Special**

Culexus Assassins only

Psychic attacks pass through the wearer as if he were invisible. This provides a 2+ unmodified save against any form of psychic or warp attack: Force weapons, Vortex grenades, Distortion cannons, psychic powers, etc.

EVERSOR COMBAT DRUGS

No points cost **Special**

Eversor Assassins only

The Assassin may take one dose of these drugs at the beginning of his turn; the drug pack includes enough doses of all drugs to last the entire battle.

Destroyer

During his turn, if the Assassin kills his opponent and uses his follow-up move (39) to enter another close combat (38), he may attack again immediately. After each follow-up move, roll a D6; on a 1-3, the Assassin gets no more attacks this turn; on a 4+, he may fight another combat immediately.

Fury

The Assassin may triple his movement when he charges (29) or runs (29); a dose of Fury lasts until the end of the turn.

Terminus

Until the end of your opponent's next turn, the Assassin may carry on fighting and will not explode even if he is reduced to 0 Wounds! However, if the Assassin is reduced to 0 Wounds by the end of your opponent's next turn, or at the end of the game, he will explode as normal.

EXECUTIONER

14 points..... **Rare-2**

Eldar only

See the weapon profile (270) for more information on this item.

EXECUTOR PISTOL

No points cost **Special**

Eversor Assassins only

See the weapon profile (270) for more information on this item.

EXITUS AMMUNITION

No points cost**Special**
Vindicare Assassins only

Exitus Ammunition comes in three types, each of which may be used once per game by a Vindicare Assassin firing either an Exitus Longrifle or an Exitus Pistol. Declare whether and which type of Ammunition you wish to use before declaring a target or rolling to hit.

Hellfire Ammunition

Affects living targets just like Imperium Hellfire (254) shells, except it does not involve a blast marker (35).

Shield-Breaker Ammunition

If the target is protected by a force field of any kind and hit by this ammunition, the field is destroyed for the rest of the game. If the target has no force field, it takes damage as normal. There are no exceptions — the Tyranid Warp Field (215), Eldar Warlock's (87) Rune armour and the Psychic Shield (49), Force Dome (51) and Aura of Fire (48) psychic powers can be destroyed by a shield-breaker round. A Storm Shield that has its field destroyed becomes a primitive shield (235), while Rune Armour becomes Aspect Armour (3+).

Turbo-Penetrator Ammunition

Incurs a **-6** save modifier and inflicts **2** Wounds. When rolling for armour penetration, roll the normal penetration dice and double the result.

EXITUS LONGRIFLE

No points cost**Special**
Vindicare Assassins only

See the weapon profile (270) for more information on this item. May use Exitus Ammunition (228).

EXITUS PISTOL

No points cost**Special**
Vindicare Assassins only

See the weapon profile (270) for more information on this item. May use Exitus Ammunition (228).

EYE OF THE FALCON

5 points..... **Unique**
Imperial Guard Mogul Kamir only
 Standard Bionic Eye (223).

FIRE AXE

10 points..... **Unique**
Eldar only
 See the weapon profile (271) for more information on this item.

FIREPIKE

25 points..... **Uncommon**
Eldar only
 See the weapon profile (271) for more information on this item.

FORCE AXE

10 points..... **Uncommon**
Psykers only
 Axe (250). At the end of the psychic phase (42), one unused Force Card (43) may be stored in the Axe instead of being placed in the discard pile. The stored Force Card may be retrieved and used in subsequent psychic phases. In hand-to-hand combat (38), the Axe increases the wielder's Strength by a number equal to his Mastery Level (42), and wounds Daemons automatically with no save possible. The wielder may also discard the stored Force Card to gain an extra **+3** Strength and **-3** armour save in hand-to-hand combat.

FORCE FIELD

20 points..... **Unique**

Imperial Guard Commissar Yarrick only

Whenever Yarrick is hit by a weapon, roll a **D6** and deduct the result from the Strength of the incoming shot. If reduced to Strength **0** or less, the shot has no effect at all.

FORCE FIELD PROJEKTA

50 points..... **Rare-2**

Ork Mekaniaks only

The Force Field may be activated at the beginning of the Mekaniaks' turn. The Projekta creates a wall-like barrier of projected force **12"** in length, the entirety of which must be within **18"** of the Projekta's user but may otherwise be placed anywhere desired. Once in place, nothing, friend or foe, may shoot or move through the barrier under any circumstances. Teleporting models, skimmers, flyers, psykers and the results of psychic abilities, Mole Mortar (264) attacks, and the like are all completely powerless against the barrier. Vehicles running into the barrier must stop moving immediately, but suffer no damage.

At the beginning of each Ork turn subsequent to the barrier's activation, roll a **D6**; on a **1-3**, the Projekta burns out, the barrier collapses, and the Projekta cannot be used for the remainder of the battle. Otherwise, the Projekta keeps on working, and the barrier may be kept in place, turned off, or repositioned within range.

FORCE MATRIX

No points cost **Special**

Culexus Assassins only

At the beginning of each the psychic phase (42), roll a **D3** to determine the number of Force Points that the Force Matrix absorbs. In addition, for each psyker within **12"** of the Assassin, add **+1** to the score. Deduct the total from the number of Warp Cards (43) dealt to players. Force points sapped by the Force Matrix in this way may be used to power Warp Blasts from the Animus Speculum. If the Energy Drain card is played or the psychic phase ended, all Force Points stored in the Matrix disappear.

FORCE ROD

15 points..... **Rare-3**

Psykers only

At the end of the psychic phase (42), up to **3** unused Force Cards (43) may be stored in the Rod instead of being placed in the Warp Card (43) discard pile. Stored Force Cards may be retrieved from the Rod and used in subsequent psychic phases. In hand-to-hand combat (38), the Rod increases the wielder's Strength by a number equal to his Mastery Level (42) and wounds Daemons automatically with no saving throw possible.

FORCE STAFF

10 points..... **Uncommon**

Psykers only

At the end of the psychic phase (42), one unused Force Card (43) may be stored in the Staff instead of being placed in the discard pile. The stored Force Card may be retrieved and used in subsequent psychic phases. In hand-to-hand combat (38), the Staff increases the wielder's Strength by a number equal to his Mastery Level (42), and wounds Daemons automatically with no save possible. The wielder may also discard the stored Force Card to gain an extra **+2** Strength and **-2** armour save in hand-to-hand combat.

FORCE SWORD

10 points..... **Uncommon**

Psykers only

Sword (252). At the end of the psychic phase (42), one unused Force Card (43) may be stored in the Sword instead of being placed in the discard pile. The stored Force Card may be retrieved and used in subsequent psychic phases. In hand-to-hand combat (38), the Sword increases the wielder's Strength by a number equal to his Mastery Level (42), and wounds Daemons automatically with no save possible. The wielder may also discard the stored Force Card to gain an extra **+2** Strength and **-2** armour save in hand-to-hand combat.

FRENZON

5 points..... Uncommon

A combat drug used to induce the psychological effects of frenzy (54) or hatred (55) for the rest of the game. The psychology (54) effects are automatic; no Leadership test (54) is required. Only one state may be induced at a time. A single dose of Frenzon antidote (which comes with the Wargear Card) will negate the effects. However, repeated use of Frenzon is dangerous to the subject — every time a dose is administered after the first, roll **D6** for the model affected; on a **1** the model suffers **D3** wounds.

FROSTFANG

10 points..... Unique

Space Marines Space Wolves only

See the weapon profile (271) for this weapon for more information.

GAUNTLETS OF ULTRAMAR

18 points..... Unique

Space Marines Ultramarines Chapter Master only

This is a special pair of Power Fists (252), each with an integral Bolt Gun, the pair being equivalent to a Storm Bolter (248). In addition, this wearer does not suffer any penalties for multiple attackers.

GHAZGHKULL'S ADAMANTIUM SKULL

15 points..... Unique

Ork Ghazghkull Thraka only

This skull adds +1 to its wearer's Toughness. If the wearer is in close combat, he may make a Head Butt attack instead of a normal attack; this must be decided before the round of combat is resolved. If he does this and wins the attack, he scores only **1** hit, but it is made at **S10**, **-4** save, and causes **D3** damage.

GORECHILD

10 points..... Unique

Chaos Space Marines Kharn the Betrayer only

See the weapon profile (271) for more information on this item.

GRAVITON GUN

40 points..... Rare-2

Imperial Tech-Priests and Squat Engineers only

See the weapon profile (246) for more information on this item.

GYRO-STABILISED MONOWHEEL

8 points..... Rare-2

Orks only

Increases the model's Movement to **8"** — it may still run (29) or charge (29) up to **16"**. However, the Ork cannot cross obstacles (28) of any kind and will suffer an **S5** hit if it attempts to do so. It may also not run or charge through woods, or difficult (28) or very difficult (28) ground.

HARLEQUIN'S KISS

10 points..... Common

Eldar Harlequins only

May only be used in hand-to-hand combat (38). If a hit is scored, the target makes an immediate saving throw — if failed, the model is automatically slain. Against armoured targets, roll a **D6**; as long as the result of the roll is a **6**, keep rolling and add the scores. If the armour is penetrated, roll a **D6** on this table:

Wargear Cards

1	One randomly-determined crewman (18) is slain.
2-4	Roll a D6 for each crewman; on a 4-6 , the crewman is slain.
5	Roll D6 for each crewman; on a 2+ , the crewman is slain.
6	All crew are slain.

HAYWIRE GRENADE

10 points, 0-2x, one use only **Uncommon**
 See the Haywire ammunition type (277) description for more information. **Discard after use.**

HELM OF DURFAST, THE

8 points **Unique**
Space Marines Space Wolves only
 This device allows the wearer to spot any hidden (29) models, regardless of their location or any special wargear they have. In addition, the wearer may re-roll any to-hit rolls (34), unless the original was a “1”.

HOLOSUIT

Automatic **Common**
Eldar Harlequins only
 All shots fired at a model wearing a HoloSuit are at **-1** to hit in addition to other modifiers. If the model hides (29), troops that move into a position to see the hiding model — or move within their Initiative distance — will only detect him rather than spot him. Scanners will locate the model as normal. In addition, enemy models in hand-to-hand combat (38) must make a Leadership test (54) each turn or suffer a **-1** penalty to their Weapon Skill.

HOOD OF GNYRLL, THE

20 points **Unique**
Space Marines Space Wolves Rune Priest only
 May be worn instead of a normal Psychic Hood (236). The wearer begins the game with one additional psychic power, drawn as usual.

HOOD OF HELLFIRE, THE

25 points **Unique**
Space Marines Librarian only
 May be worn instead of a normal Psychic Hood (236). May fire a bolt during the psychic phase (42), which can be nullified like any other power. Range is the wearer’s Leadership rating plus **2D6**”. Causes **D6** hits at **Strength 5** with a **-2** save modifier.

HRULF’S HOOD OF DARKNESS

25 points **Unique**
Space Marines Space Wolves only
 This device may be activated at start of the controlling player’s turn. The wearer cannot affect or be affected by any units, either physically or psychically. In addition, the model may move at a rate of 16”. If the Hood is used for 2 or more consecutive turns, roll a **D6** at start of owner’s turn — on **4+** the device fails and cannot be used for the remainder of the battle.

ICON OF CHIROS

15 points **Unique**
Sisters of Battle Redeptor Kyrinov only
 The bearer of the Icon causes Terror (55) and by extension is immune to Fear (54) and Terror themselves. Any friendly squads or models with a line of sight to the Icon (including the bearer) count as having a Leadership of 10 and may re-roll once any fumbles in hand-to-hand combat (38).

IMMUNE

5 points..... Uncommon

The model may totally ignore the effects of the following ammo types: choke (276), hallucinogen (277), rad (278), scare (278), toxin (279), and virus (279).

INFERNO BOLTS

20 points..... Rare-1

Chaos Space Marines Sorcerers of Tzeentch only

Modified ammunition for Boltguns (244) or Bolt Pistols (260). May be used whenever the model using them fires such a weapon. If Inferno Bolts hit the target, they explode with the same effects as the psychic power Tzeentch's Fire Storm (46). The Strength value of the Storm is equal to the Mastery Level (42) of the Sorcerer using this card. Targets with saving throws against psychic attacks may take them as normal against Inferno Bolts; otherwise, armour and energy fields have no effect.

INFERNO PISTOL, THE

10 points..... Unique

Space Marines Blood Angels Commander Dante only

See the weapon profile (272) for more information on this item.

JUMP PACK

10 points..... Uncommon

Permits the wearer to make a long, powered leap instead of its normal move. A jump can be up to a distance of **18"**, reaching a height sufficient to clear most obstacles, vehicles and models. Woods and single-story buildings reduce the jump to **12"**. Roll a Scatter Die for the jumping model as it lands; an arrow indicates that the model scatters **D3"** in the indicated direction from its desired landing point. If the model has declared a charge (29), he may move up to **4"** after he has landed to engage in hand-to-hand combat (38). A model may jump, then shoot (33) or throw a grenade (34), but it can't use a Move-or-Fire weapon. Models using Jump Packs do not receive the **-1** to hit penalty for firing at a fast-moving target.

House Rule: Many find the scatter for jump troops incredibly fiddly and time-consuming; popular variants are rolling once for scatter for the entire squad, or skipping it altogether.

KUSTOM BLASTA

30 points..... Uncommon

Orks only

See the weapon profile (272) for this weapon for more information.

KUSTOM FORCE FIELD

20 points..... Uncommon

Orks only

Whenever an Ork equipped with a Kustom Force Field is hit, roll a **D6** and deduct the result from the Strength of the incoming hit. On a roll of a **6**, the hit is automatically stopped, but the Ork suffers an **S3** hit instead as the field shorts out. If the field shorts out, discard this Wargear Card immediately.

KUSTOM KOMBI-WEAPON

15 points..... Uncommon

Orks only

See the weapon profile (272) for this weapon for more information.

KUSTOM SHOOTA

20 points..... Uncommon

Orks only

See the weapon profile (272) for this weapon for more information.

LASBLASTER

25 points..... Uncommon

Eldar only

See the weapon profile (272) for more information on this weapon.

LION HELM, THE

25 points..... Unique

Space Marines Dark Angels Supreme Grand Master only

Models within 3" of the Lion Helm receive an additional 4+ unmodified armour save against any attacks which originate from outside this range. This save applies to all attacks, including psychic powers. Models cannot use personal fields within this range.

MACE OF VALAAN

8 points..... Unique

Sisters of Battle Redemptor Kyrinov only

See the weapon profile (274) for this weapon for more information.

MANDIBLASTER

2 points..... Common

Eldar Exarchs only

Automatically shoots before hand-to-hand combat (38) is started; work out the hit using the shooting (33) rules. If successful, roll a D6; if the roll is equal to or greater than the target's Toughness, 1 wound is sustained. Saving throws are allowed, but at -2. The Mandiblasters penetrates D6+4 points of armour. Once hand-to-hand combat has started, this item has no effect and provides no Attack Die bonus.

MANTLE OF OPHELIA, THE

15 points, one use only..... Unique

Sisters of Battle Helena the Virtuous only

Allows Helena to re-roll all her failed Rosarius saves for one turn. Must declare at the start of a turn that it is being used. Discard after use.

MASK OF JAIN ZAR, THE

20 points..... Unique

Eldar Jain Zar, The Storm of Silence only

An enemy charged by the wearer cannot fire on Overwatch (29). During the first round of close combat, when the Eldar charges, his opponent rolls no Attack Dice. In the second round of combat the enemy must roll a 4+ on D6 to escape the mask's effect — failure means that he rolls no dice on that turn, either.

MASTER-CRAFTED BOLT PISTOL

10 points..... Rare-2

Imperium and Orks only

See the weapon profile (272) for more information on this item.

MASTER-CRAFTED LASPISTOL

10 points..... Rare-3

See the weapon profile (272) for more information on this item.

MASTER-CRAFTED PLASMA PISTOL

15 points..... Rare-3

See the weapon profile (273) for more information on this item.

MAUGETAR, THE45 points..... **Unique****Eldar Maugan Ra, The Harvester of Souls only**

See the weapon profile (273) for more information on this item.

MEDIPACK10 points..... **Uncommon**

To use this item, the user must move into base-to-base contact with the model on which you want to use it, and do nothing but apply the Medipack during the following shooting and close combat phases. At the end of the close combat phase (38), the MediPack may be used to do one of the following:

- Restore **1** Wound to a wounded but still living character (17).
- Restore a model reduced to **0** Wounds to **1** Wound on a roll of **5+** on **D6**.
- Restore the vision of any blinded model.
- Cure the effects of any non-lethal gas type.
- Negate any psychological (54) effects in a model.

MEKBOY'S TOOLS5 points..... **Uncommon****Ork Mekaniaks only**

The Ork using this item always counts as having two close combat (38) weapons. If the Mekboy begins his turn on or in base contact with a damaged vehicle, he may attempt to use the Tools to repair the damaged location — only repairable damage may be fixed; if an entire arm has been blown off a Dreadnought, for example, Mekboy Tools won't make any difference. The repair succeeds, and all damage is nullified, if the Mekboy rolls a **4+** on **D6**.

NEMESIS FORCE WEAPON20 points..... **Rare-2****Inquisition Terminators and Grey Knights only**

Combines a Nemesis Blade (273) with an integrated Storm Bolter (248).

NEURAL SHREDDERNo points cost **Special****Callidus Assassin only**

If, at the end of your hand-to-hand phase, a Callidus Assassin is not in base-to-base contact with any enemy models, she may fire her Neural Shredder. Place the Flamer (245) template (35) as normal; any “hit” models must pass a Leadership test (54) with a **–2** modifier to their **Ld** or suffer **1** Wound with a **–3** save modifier. Personal fields do not protect against the Shredder. If fired at a vehicle, it affects one randomly determined crewmember (18).

NEURO-GAUNTLETNo points cost **Special****Eversor Assassins only**

See the weapon profile (273) for this weapon for more information.

NIGHT WING, THE PSYBER RAVEN10 points..... **Unique****Space Marines Space Wolves Njal Stormcaller only**

Night Wing will fight in hand-to-hand combat (38) alongside the bearer; thus any opponent will always face two enemies. Night Wing is treated as a separate model only for the purposes of close combat, and cannot be otherwise separated from its bearer.

M	WS	BS	S	T	W	I	A	Ld
–	4	0	3	6	1	4	1	–

PELT OF WULFEN, THE

15 points..... **Unique**
Space Marines Space Wolves Commander only

At ranges up to 10", enemies shooting at the wearer suffer a -1 to hit penalty — at 10-20" the penalty is -2, at 20-30" the penalty is -3, and so on, each extra 10" reducing the chance of hitting by a further -1.

PHOTON SEARCHLIGHT

20 points..... **Uncommon**
Space Marine Terminators only

This device works as a normal vehicle searchlight (281). Alternately, it may be fired as a weapon during the shooting phase (33), in addition to any other weapons fired. Use the medium Flamer template (35); any "hit" models are affected as per Photon Flash (277) grenades.

PLASMA BLASTER

15 points..... **Rare-2**
Space Marine Terminators only

This weapon is a dual Plasma Gun (248) allowing for 2 Sustained fire (36) dice. Once fired, the weapon must recharge next turn the same as a normal Plasma Gun.

POISON BLADES

No points cost **Special**
Callidus Assassins only

If there are enemy models in base-to-base contact with the Assassin at the end of the hand-to-hand combat phase, she may attack any one model with this weapon. It hits on a D6 roll of 3+ no matter what, inflicting an S4 hit causing 1 Wound with no armour save possible (personal fields still save, however).

POLYMORPHINE

20 points..... **Rare-2**
Imperial Assassins only

A model equipped with this item is not deployed as normal at the start of the game. Instead, the player may play this card at any time to reveal that the Assassin is in fact disguised as one of the enemy! The player may select any humanoid (Ork, Squat, Human, Genestealer hybrid or Eldar) basic trooper model (not a character or a vehicle crewman (18) or a model with a Heavy Weapon (253)) and substitute the Assassin for that model. The Assassin discards the armour and weapons of their disguise, keeping only what weapons and wargear the player has equipped the Assassin with. The model the Assassin replaces cannot have an armour saving throw better than a 3+ on 1D6 (nothing wearing Terminator Armour, for instance). The Assassin herself may wear any armour desired, however.

POWER FIELD

35 points..... **Rare-2**

The model gains an additional, unmodified armour saving throw of 2+ on D6 against shooting damage. The Field offers no protection in hand-to-hand combat (38). The model counts as encumbered (38) for the purposes of close combat. Note that only one Personal Field may be used at a time.

PRIMITIVE SHIELD

Variable points — see army lists **Common**

Models wearing a Primitive Shield receive a +1 bonus to their armour saving throws against primitive weapons. A shield by itself will provide an armour save of 6+ against primitive weapons. Note that as with all shields, these effects only apply if the incoming attack is from the model's front 90° arc of sight.

PSYCANNON

30 points..... **Rare-2**
Imperium only

See the weapon profile (273) for this weapon for more information.

PSYCHIC HOOD

25 points..... Rare-2

Psykers only

A psyker wearing a Psychic Hood may re-roll any failed nullify (44) attempt once.

PSYK-OUT GRENADES

No points costSpecial

Culexus Assassins only

These are normal Frag grenades (276) with an extra surprise for psykers. Psykers even partially covered by the 2" blast marker cannot use any of their powers for the rest of the turn. Any psychic powers that that psyker had in play at that moment are instantly nullified, and any stored Force Cards (43) in any force weapon or similar items are discarded. Every time the Assassin uses a psyk-out grenade, roll a D6; on a 1-2, the Assassin's supply of grenades of this type has been exhausted.

RAD GRENADES

25 points..... Rare-2

See the Rad ammunition (278) description. The model has enough grenades to last the entire battle.

RED GRAIL

100 points..... Unique

Space Marines Blood Angels Apothecary only

Any Blood Angels within 12" add +2 to their Movement, and +1 to their Strength and WS.

REFRACTOR FIELD

5 points..... Uncommon

The wearer gains an additional armour save of 5+ that cannot be modified. The wearer cannot hide (29).

ROD OF COMMAND

No points cost Rare-1

Daemon Prince of Tzeentch only

Once per battle, one friendly unit anywhere on the table to move (14) twice in a single turn. The affected unit moves and then immediately has another movement phase (28).

ROD OF GRACE

8 points..... Unique

Sisters of Battle Helena the Virtuous only

See the weapon profile (274) for this weapon for more information.

ROD OF TIGURIUS

40 points..... Unique

Space Marines Ultramarines Chief Librarian Tigurius only

Any psychic powers channeled through the Rod will automatically work and cannot be nullified in the turn they are cast. Every time this option is used, the wielder suffers D6-4 Wounds automatically.

ROD OF TORMENT

25 points..... Unique

Chaos Space Marines Fabius Bile only

See the weapon profile (273) for this weapon for more information.

RUNE STAFF STORMCALLER, THE

35 points..... Unique

Space Marines Space Wolves Njal Stormcaller only

At the start of the game, deal 3 cards from the Warp Deck. Any Force Cards (43) are retained within the Rune Staff; other cards are returned to the deck. Additional Cards may be placed in the staff as they are dealt in normal psychic phases (42), to a maximum of 3. During any psychic phase, the Force Cards may be used to power the wielder's psychic abilities. The Rune Staff also adds +1 to wielder's Attacks and Initiative, and adds a Strength bonus equal to wielder's Mastery Level (42) in hand-to-hand combat (38).

RUNTHERD GRABBA-STICK

20 points..... Rare-1

Ork Runtherdz only

This item may be used at the start of any hand-to-hand combat phase (38) to attack any one enemy model in base contact with the wielder. This attack is resolved before any hand-to-hand combat is resolved, and will hit on a 4+ on D6. It strikes at S8, with no armour save allowed, even for personal fields. Even if the target survives the hit, their Weapon Skill is reduced to 0 for the rest of that turn.

SCANNER

1 point..... Uncommon

Detects hidden (29) troops within 24".

SCEPTRE OF AVIGNOR

15 points..... Unique

Sisters of Battle Cardinal Armandus Helfire only

See the weapon profile (274) for this weapon for more information.

SCEPTRE OF VENGEANCE

10 points..... Unique

Sisters of Battle Saint Praxedes only

See the weapon profile (274) for this weapon for more information.

SCORPION'S BITE, THE

18 points..... Unique

Eldar Karandras, The Shadow Hunter only

See the weapon profile (274) for this weapon for more information.

SEEKING AMMO

5 points, one use only..... Uncommon

May only be used with a single projectile weapon the model is equipped with that you choose before the game starts. When the model bearing this card fires a shot with the selected weapon, you may choose to use Seeking Ammo. Seeking Ammo always hits its target on a to-hit roll of 2+, and may be fired at targets which are hidden (29) or out of sight as long as the target is detected and lies within weapon range. Seeking ammo cannot be used in combination with other kinds of ammo. **Discard after use.**

SEER RUNES

20 points, one use only..... Uncommon

Eldar Farseers only

When an enemy uses a psychic power, you may immediately counter its effects by using this card. The power is nullified (44) automatically. **Discard after use.**

SENTINEL ARRAY

No points cost..... Special

Eversor Assassins only

May spot hidden (29) troops at double his Initiative distance in inches, and has a 360° arc of fire.

SERVO-ARM

10 points..... Common

Squat Engineers, Techmarines, and TechPriests only

A servo-arm gives its wearer a +1 bonus to the number of Attack Dice rolled in close combat. In addition, the model may ignore all encumbrance (38) penalties and counts as two crewman (18) for a vehicle or artillery platform.

SHROUD OF SANGUINIUS

50 points..... Unique

Space Marines Blood Angels Guardian of the Shroud only

May choose to activate or deactivate the stasis field at the start of any Blood Angels' turn. As long as the field is turned off, any Blood Angels within 12" become subject to frenzy (54). Note that the bearer of the Shroud is not affected by frenzy.

SILENT DEATH, THE

25 points..... Unique

Eldar Jain Zar, The Storm of Silence only

See the weapon profile (274) for this weapon for more information.

SINGING SPEAR

25 points..... Rare-2

Eldar psykers only

At the end of the psychic phase (42), up to 2 unused Force Cards (43) may be stored in the Spear instead of being placed in the discard pile. The stored Force Cards may be retrieved and used in subsequent psychic phases. In hand-to-hand combat (38) or when thrown up to 12", the Spear increases the wielder's Strength by a number equal to his Mastery Level (42), and wounds Daemons automatically with no save possible. The wielder may also expend a stored Force Card to gain an extra +2 Strength and -2 armour save in hand-to-hand combat or when throwing the Spear.

SNIFFER SQUIG

20 points..... Rare-1

Orks only

An Imperial Assassin (114) using Polymorphine (235) cannot reveal herself to be a disguised Ork model within 18" of any Sniffer Squigs. Any enemy troops with the Infiltrate (18) ability cannot be deployed within 24" of any Orks using Sniffer Squigs.

SPIKE ARM

5 points..... Rare-2

Orks only

The Ork gains +1 WS in hand-to-hand combat (38) and the Ork always counts as having higher Initiative in the event of a Combat Score tie.

SPIRIT STONE

30 points, one use only Uncommon

Eldar psykers only

When used, the psyker may draw one extra Warp Card per Mastery Level (42) from the Warp Deck immediately. Discard after use.

SPY MASK

No points cost Special

Vindicare Assassin only

The Assassin may fire at Hidden (29) models with a -6 modifier to hit, and may fire at Detected models with a -3 modifier.

SQUIG ATTACK ARM

3 points..... Rare-1

Orks only

In hand-to-hand combat (38), the Ork automatically unleashes the Squig as its opponent closes in, so resolve the attack during the HtH phase before any Attack Dice are rolled. The Ork's opponent suffers an **S5** hit with no armour save possible. May only be used once per game.

STAFF OF ULTHAMAR

18 points..... Unique

Eldar Eldrad Uthran only

At the end of the psychic phase (42), unused Force Cards (43) may be stored in the staff instead of being discarded; there is no limit to the number of cards that may be thus stored. Stored cards enhance the wielder's Strength and can be expended in any future psychic phases by adding them back to the player's hand. In hand-to-hand combat (38), the staff may be used as a weapon, and increases the wielder's Strength by his Mastery Level plus **1** for each card stored in the staff. In combat against daemons, the wielder Wounds them automatically with no saving throw possible.

STANDARD OF DEVASTATION

50 points..... Unique

Space Marines Dark Angels Standard Bearer only

Any Dark Angel within **6"** of the Standard is allowed to shoot if they are charged (29) by the enemy, just as if the model had been on Overwatch (29).

STANDARD OF FORTITUDE

50 points..... Unique

Space Marines Dark Angels Standard Bearer only

Any Dark Angels within **6"** are allowed to move up to **4"** and rapid fire (167) in the same turn.

STANDARD OF RETRIBUTION

25 points..... Unique

Space Marines Dark Angels Standard Bearer only

Any Dark Angel within **6"** of the Standard will always inflict at least **1** hit in hand-to-hand combat (38), even if they lose or draw against the opponent..

STASIS GRENADE

20 points, one use only Rare-2

See the Stasis ammunition type (278) description for more information. **Discard after use.**

STEALTH SUIT

No points cost Special

Vindicare Assassin only

If the Assassin fires while hiding (29), he becomes detected, not spotted.

STEEL SKULL

5 points..... Uncommon

Orks only

The Ork using this item gains +1 Toughness and is subject to the rules for Madboyz Behaviour (144).

SWOOPING HAWK WINGS

20 points..... Common

Eldar Swooping Hawk Exarchs only

These jump packs work exactly like standard Jump Packs (232) with the following exceptions. A Hawk leap must be in a straight line between **6"** and **36"** long. There is no penalty to the movement distance for moving over tall

obstacles (28). No roll is made for scatter on landing, but no model using Hawk wings may land within 1” of any cover, building, vehicle, obstacle or other model, including other Hawks. When leaping into hand-to-hand combat (38), Hawks may move within 1” of the enemy model they wish to charge but must still remain 1” clear of any other obstacles, models or features. When charging, Hawks do not get the extra 4” move as ordinary jump packers do. Shots fired at leaping Hawks suffer a –1 to hit penalty for the target’s speed regardless of the actual distance of the leap they are making.

Swooping Hawks carry a special grenade pack which allows them to drop Frag or Krak grenades (276) on targets that they fly directly over.

At the start of its movement phase, a Hawk squad may declare that it is flying away from the battlefield and the models are removed from the table. They may take no other actions on the table that turn. Models may fly away from hand-to-hand combat (39) in this way without incurring any blows against them as would be normal. A squad which has left the battle in a previous turn may land back on the table anywhere it wishes during its next movement phase, even landing in hand-to-hand combat if desired. It cannot make any other movement that turn. Models landing may shoot as normal, but cannot use grenades. Models diving into hand-to-hand combat (38) count the +1 WS bonus for charging (29).

STORM SHIELD

10 points..... Uncommon

Model receives an extra armour saving throw of 4+ against shooting or hand-to-hand combat (38) which cannot be modified and applies only against attacks from the front 90° arc. May be used to parry (39).

SUPPRESSION SHIELD

Variable points — see army lists Common

A model equipped with a Suppression Shield automatically inflicts an S3 hit resolves on a single opponent when it charges into hand-to-hand combat (38); this is resolved before HtH is started. Models wearing a Shield also receive a +2 bonus to their armour saving throw. As with all shields, these effects only apply if the incoming attack is from the model’s front 90° arc of sight.

SWORD OF ASUR

10 points..... Unique

Eldar Asurmen only

See the weapon profile (274) for more information about this weapon.

SWORD OF SECRETS

10 points..... Unique

Space Marines Dark Angels Supreme Grand Master only

See the weapon profile (274) for this weapon for more information.

TALON OF HORUS

30 points..... Unique

Chaos Space Marines Abaddon only

This is identical to a single Lightning Claw (251). In addition, the wearer causes Fear (54).

TARGETER

2 points..... Uncommon

The user gains a +1 to hit with a specific projectile weapon selected before the game starts.

TELEPORT HOMER

5 points..... Uncommon

If a squad is teleporting (29) to a point within 6” of an active teleport homer, a roll of a “Hit” on the Scatter Die indicates that the squad have locked onto the homer and do not deviate at all. These come standard on Terminator Armour (241) and many Dreadnoughts.

TELEPORT JAMMER

20 points..... **Rare-2**

If anything attempts to teleport (29) to a spot within **36"** of a model using a Teleport Jammer, the teleporting troops must roll for Scatter a second time after they have rolled scatter from their original target point. In addition, the teleporting troops will be destroyed if they roll a double-1 or a double-2 on the distance roll for either scatter roll. Has no effect on psykers using their powers to teleport.

TELESKOPIC LEGS

5 points..... **Rare-2**

Orks only

The Ork using them gains +2 to its Move, and doesn't suffer any movement penalties for crossing obstacles (28) up to 2" high. The Ork can also raise itself up to 2" in the shooting phase (33), drawing Line of Sight from that height.

TERMINATOR ARMOUR

50 points..... **Common**

Imperium only

Also known as "Tactical Dreadnought Armour", these suits provide a saving throw of 3+ rolled on 2D6. Incorporates a Teleport Homer (240) and a Targeter (240, +1 to hit), which works on all ranged weapons. Standard armament includes a Power Fist (252) and Storm Bolter (248). Models in Terminator Armour are not encumbered when fielding a heavy weapon. They may never throw grenades.

THUNDER HAMMER

10 points..... **Uncommon**

Space Marines and Squats only

See the weapon profile (252) for this weapon for more information.

TORGAL'S PLASMA BLADE

5 points..... **Unique**

Space Marines Space Wolves only

See the weapon profile (274) for more information.

TOXIN GRENADE

15 points, one use only..... **Rare-2**

See the Toxin ammunition type (279) description for more information. **Discard after use.**

TYRANT'S CLAW, THE

35 points..... **Unique**

Chaos Space Marines Huron Blackheart only

See the weapon profile (275) for this weapon for more information.

VAXXINE SQUIG

50 points..... **Rare-2**

Ork Painboyz only

All Ork troops on this side are immune to the effects of any viruses; e.g., Virus Grenades (241) and the Virus Outbreak (24) Strategy Card (21) have no effect against these troops.

VIRUS GRENADE

50 points, one use only..... **Rare-2**

See the Virus ammunition type (279) description for more information. **Discard after use.**

VORTEX GRENADE

50 points per grenade, one use only..... **Rare-2**

See the Vortex ammunition description (279) for more information. **Discard after use.**

WARP JUMP

30 points..... Rare-2

A model with such a generator may choose to teleport (29) to any point on the battlefield during its movement phase (28) instead of moving normally. Roll a Scatter Die to see if the model teleports on target; a “Hit” means it is on target; an arrow means it scatters **2D10** in the direction indicated. However, if a double-1 is rolled, it means the model is permanently lost in the warp. The model may shoot and fight in hand-to-hand combat (38) on the same turn, but doesn’t count as charging (29).

WARP SPIDER JUMP GENERATOR

20 points..... Common

Eldar Exarch only

Models equipped with this item may make a small warp jump instead of a normal move, but cannot jump and move normally during the same turn. The warp jump ignores all terrain. The maximum range of the jump is **18”**; this movement can be divided between the movement phase and after the shooting phase (33). To jump an entire squad, take any one model and move it the desired distance. Once the first model has jumped, the rest of the squad automatically follow — place the remaining models within **6”** of the first, and with normal squad coherency (18). It is possible to jump into hand-to-hand combat (38) during the movement phase or after the shooting phase in which case close combat is initiated as usual. Note that in this case, an enemy on Overwatch (29) cannot shoot as the Warp Spiders materialize, and the Spiders get the charging (29) bonus.

If you wish, you may extend the warp distance up to **30”**, but this incurs some risk. Roll a **D6** for each model jumping more than **18”**; at ranges between **18”** and **24”**, the model is destroyed on a roll of a **6**; at ranges between **24”** and **30”**, the model is slain on a roll of a **5+**.

Teleport Jammers

The Warp Spider’s jump generator is affected by a Teleport Jammer (241), but only if the Warp Spiders exceed their maximum safe distance for a single jump. When this happens normally they have to roll a D6 to see if they are destroyed in the warp when they jump. If the Warp Spiders are within 36” of the Teleport Jammer at any point in their move and they exceed their normal maximum jump distance, they have to roll two D6 instead of one and pick the highest result to see if they are destroyed.

WEB OF SKULLS

25 points..... Uncommon

Eldar only

See the weapon profile (275) for more information on this weapon.

WEIRDBOY STAFF

5 points..... Uncommon

Ork Weirdboyz only

In hand-to-hand combat (38), the Staff allows the Weirdboy to add to his Strength a number equal to his psychic Mastery Level (42), and the weapon wounds Daemons automatically in close combat. The Weirdboy may also re-roll the dice for his Waaagh! (51) Test if he fails the first roll.

WITCH BLADE

15 points..... Rare-2

Eldar psykers only

At the end of the psychic phase (42), up to two unused Force Cards (43) may be stored in the Blade instead of being placed in the discard pile. The stored Force Cards may be retrieved and used in subsequent psychic phases. In hand-to-hand combat (38), the Blade increases the wielder’s Strength by a number equal to his Mastery Level (42), and wounds Daemons automatically with no save possible. The wielder may also discard a stored Force Card to gain an extra +2 Strength and –2 armour save in hand-to-hand combat. May also be used to parry (39). See the weapon profile (275) for more information.

WOLF HELM OF RUSS, THE

50 points..... Unique

Space Marines Space Wolves only

So long as the bearer of this card survives, any Space Wolves characters or units that can draw Line of Sight to this model automatically pass any Break test (53) or psychology (54) test they are required to take. In addition, the wearer causes Fear (54).

WULFEN STONE

30 points..... Unique

Space Marines Space Wolves only

Enemy units charged by the model carrying this item must make an immediate Break test (53). Daemoniac opponents are immune to this effect.

XYCLOS NEEDLER

25 points..... Unique

Chaos Space Marines Fabius Bile only

See the weapon profile (275) for the weapon for more information.

WEAPONS

BASIC WEAPONS

Autogun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	3	1	–	D6+3	

Auto-Launcher

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
6	–	Auto	–	3	1	-1	D6+3	Frag; 2” blast radius (35)
6	–	Auto	–	–	–	–	–	Blind (276); 2” blast radius
6	–	Auto	–	6	D6	-3	2D6+6	Krak (276) grenades

May be triggered in the shooting phase (33) of the vehicle’s turn in addition to normal firing. The first grenade in the spread automatically hits a point **6”** away in the forward 90° arc. The other two grenades deviate **D3”** away from the target point of the first grenade. When mounted on a vehicle (including a dreadnought), this weapon may fire twice during the battle.

Auxiliary Grenade Launcher

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	–	-1	–	–	–	–	As grenade (276) type

May be fired in indirect fire (37) mode.

Blunderbuss

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	none	auto	–	3	1	–	D6+3	Always hits

Any target within range is automatically hit.

Boltgun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	4	1	-1	D6+4	

Bow

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	–	-1	3	1	–	D6	

Any target with an armour save of **4+** or better automatically has its saving throw reduced to **2+** when hit by an arrow from a Bow.

Crossbow

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-16	16-32	–	-1	4	1	–	D6	

Move or fire for foot troops. Any target with an armour save of **4+** or better automatically has its saving throw improved to **2+** when hit by a bolt from a Crossbow.

Weapons

Death Spinner Monofilament Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Heavy flamer (255) template</i>					<i>Special</i>	-2	Special	Close Combat

Roll a **D6** for each model caught in the template (35); if the model's base is entirely covered by the template, add +1 to the roll; if the score is more than the hit model's Initiative value, then the target is hit by the spinner cloud; a total score of **6** or more always hits the target. Models avoiding the cloud are moved to the closest point on the outside edge of the template. If a model is successfully hit by a Death Spinner cloud, it is pinned in place for the rest of the shooting phase (33) — meaning it is automatically hit by successive Death Spinner hits. Hit models failing their saving throw are automatically slain.

Against vehicles, the Death Spinner's armour penetration (37) is **D6** — but keep rolling and summing the values until you get a roll other than a **6**. A Death Spinner which penetrates a vehicle rolls on the following chart:

1	One random crewman (18) is slain.
2-4	Roll a D6 for each crew member; on a 4+ , the model is slain.
5	Roll a D6 for each crew member; on a 2+ , the model is slain.
6	All crew are killed.

Deathspitter

Short	Long	Short	Long	Str	Dmg	Mod	Pen	Special
0-12	12-32	+1	–	6	1	-2	D6+6	

Roll a **D6** for any models within **2"** of the model hit by the Deathspitter. On a **4+**, they are splattered and suffer an **S3** hit causing **1** wound.

Devourer

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-18	–	–	4	D3	-2	D6+4+D3	Sustained fire (36)-2

Causes Fear (54).

Doom Siren

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Special					1	½ S	S+D6	

Uses a special Doom Siren template, which is positioned as desired and then moved straight forward for **21"**. The Doom Siren's Strength begins at **7**, but loses **1** point for every **3"** of distance.

Flamer

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Flamer Template</i>				4	1	-2	D6+4	

Use standard blast marker (35) rules. Models surviving a Flamer hit may catch fire (25).

Flamespurt

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Flamer Template</i>				3	1	-2	D6+3	

Use standard blast marker (35) rules. Hit models not slain are driven back by the flames and must move to the nearest edge of the template.

Weapons

Fleshborer

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+1	–	4	1	–	D6+4	

Flesh Hooks

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	–	–	4	1	-1	D6+4	

Hit models surviving the damage are dragged **2D6"** directly towards the model firing the hooks, up to base-to-base contact. The hooks cannot drag a vehicle, Dreadnought, Terminator or any model with a Strength or Toughness of **5** or more.

Gauss-Flayer Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-24	+1	–	4	1	-2	D6+4	Metal Flayer

If you roll a **6** when determining Armour Penetration, roll a further **D6** and add it to the score, resulting in a total penetration of **2D6+4** points.

Graviton Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+1	–	–	–	–	Auto	1" blast area (35)

Living targets are immobilised for the rest of the game and cannot move or shoot, though a psyker thus affected may use his powers. Vehicles roll for hit location as normal and ignore armour penetration (37). Add **+1** to the die score when you roll for damage on the appropriate table.

Grenade Launcher

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	–	-1	–	–	–	–	As grenade (276) type

Move or fire for foot troops. May be fired in indirect fire (37) mode.

Handbow

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	–	-1	4	1	–	D6	

Move or fire for foot troops. Any target with an armour save of **4+** or better automatically has its saving throw improved to **2+** when hit by a bolt from a Handbow.

Hotshot Lasgun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	4	1	-1	D6+3	

House Rule: Weapons by default have an Armour Penetration of D6+Str, which makes the listed AP an anomaly. WD 198, published after the IG codex, listed it at the expected D6+4 AP. Players must determine which they prefer.

Laser Lance

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	+1	–	5	D3	-3	D6+D3+5	Close combat

Weapons

Lasgun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	3	1	-1	D6+3	

Meltagun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	+1	–	8	D6	-4	2D6+8	

Mk 1 Plasma Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-24	+1	–	7	1	-2	D6+7	Sustained fire (36) -1

Sustained Fire (36) -1. Unlike a normal Plasma Gun (248), the Mk 1 Plasma Gun does not need a turn to recharge after firing. However, if a Jam (36) result is rolled for the Sustained Fire die, the plasma system overloads. Roll another Sustained Fire die and consult this table to determine the result:

Jam	
	The weapon is destroyed and explodes with the same effects as a Plasma grenade (278) centred on the firing model.
3	The firing model suffers an S6 hit causing 1 Wound with a -3 save modifier. The weapon is still jammed.
2	The firing model suffers an S4 hit causing 1 Wound with a -2 save modifier. The weapon is still jammed.
1	The firing model suffers an S2 hit causing 1 Wound with a -1 save modifier. The weapon is still jammed.

Mortar

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Guess between 12-60"</i>				4	1	-1	D6+4	2" blast marker (35)

To fire a mortar, first select any target within the 90° forward firing arc — ignoring the normal picking a target (33) rules. Then guess a distance between **12-60"**. Place the **2"** blast marker this many inches away from the mortar in the direction of your target. Then roll Scatter and Artillery dice. Any roll of a Misfire indicates the shell was a dud or exploded prematurely. Any roll of a Hit indicates the shot was accurate; leave the template where it is. Rolls of an Arrow and a Number indicate the gunners were a little off; scatter the template as normal. Note that unlike most weapons, the normal maximum scatter (35) rules do not apply to the Mortar. Move or fire for foot troops.

Musket

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	–	-1	3	1	-1	D6+3	

Move or fire for foot troops.

Needle Rifle

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-16	16-32	+1	–	3	1	-1	D6+3	

Against a living target, no Strength/Toughness (25) roll is required. Ignore this effect when used against Tyranids, Genestealers, Daemons, and Eldar Avatars (87).

Weapons

Pack Grenade Launcher (*Creidann*)

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	–	-1	–	–	–	–	As grenade (276) type

Pre-loaded with a single grenade type. May be fired in addition to another Basic weapon.

Plasma Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-24	+1	–	7	1	-2	D6+7	Sustained fire (36) -1

If a plasma gun is fired, it cannot fire again in your next shooting phase (33).

Ripper Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	Auto	-2	4	1	–	D6+4	Sustained fire (36) -2

Shotgun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-4	4-18	–	-1	4	1	–	D6+4	(Solid)
0-4	4-18	–	-1	3	1	–	D6+3	(Scatter) 1” blast area (35)
0-4	4-18	-1	+1	4	1	-2	D6+D3+4	(Executioner)

Only Adeptus Arbite (111) shotguns can use Executioner shells; all Arbite models with shotguns have these shells automatically. Ordinary troopers (not vehicles, robots, Terminators, or dreadnoughts) hit but not slain by a solid or scatter shells will be knocked back 2” and will fall over on a **D6** roll of 4+. Troops which have fallen over must spent their entire next Movement Phase regaining their feet.

Shuriken Catapult (*Tuelean*)

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	4	1	-2	D6+4	Sustained fire (36) -1

Sonic Blaster

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-36	+1	–	4	1	-2	D6+4	Sustained fire (36) -2

Spike Rifle

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	–	–	3	1	-1	D6+3	

Staff of Light

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-18	+1	–	5	D3	-2	D6+D3+5	Close combat

Storm Bolter

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	4	1	-1	D6+4	Sustained fire (36) -1

Weapons

Strangleweb

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
<i>Hand flamer (260) template (35)</i>						–	–	

Models hit by the template roll a **D6** and add their Strength; on a score of **9+**, the hit has no effect. On an **8** or below, the model must make a normal saving armour throw or suffer **1** Wound. Force fields don't protect, but shields do. If the model fails the above roll, it must make similar rolls at the start of each of its turns. Until this roll is succeeded, the model may do nothing except use psychic powers. Vehicles aren't affected by the Strangleweb, but exposed crew are hit normally.

Wailing Doom

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	–	–	8	D3	-4	D6+D3+8	Close combat

Negates Daemonic saving throws.

Wraithcannon

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
0-8	8-16	–	–	Special			Auto	

Vehicles hit by a Wraithcannon have their armour penetrated automatically. Other hit models must roll on the following table:

1-3	Destroyed. The model is removed as a casualty, regardless of saving throws, Wounds, etc.
4-6	Moved. Displace the model 2D6" in a random direction.

CLOSE COMBAT WEAPONS

In case it isn't obvious, all Close Combat weapons may be used in hand-to-hand combat (38). Weapons which rely upon the Strength of the user use the normal chart (38) for determining Saving Throw modifiers.

Axe

Str	Dmg	Save Mod	Armour Pen	Special
User	1	<i>As Str</i>	S+D6	

This category also includes all blunt and bashing weapons—clubs, maul, picks, hammers, etc.—as well as knives.

House Rule: User+1 is the Str value for axes in the Necromunda game, but this value is also a common 40K house rule (axes being straight User Str makes them worthless compared to swords, which can parry).

Axe of Khorne

Str	Dmg	Save Mod	Armour Pen	Special
User+1	D3	<i>As Str</i>	S+D6	

Bayonet

Str	Dmg	Save Mod	Armour Pen	Special
User	1	<i>As Str</i>	S+D6	Adds Close Combat option to other weapons

This entry also covers the wide variety of blades and saws which may be mounted on Basic (244) weapon.

Bonesword

Str	Dmg	Save Mod	Armour Pen	Special
User	1	-3	D6+D12+6	parry (39)

Chain-Axe

Str	Dmg	Save Mod	Armour Pen	Special
User+1	1	-2	S+D6	

Chainfist

Str	Dmg	Save Mod	Armour Pen	Special
10	D4	-6	D20+D4+D6+10	

Chainsword

Str	Dmg	Save Mod	Armour Pen	Special
4	1	-1	2D6+4	parry (39)

Crozius Arcanum

Str	Dmg	Save Mod	Armour Pen	Special
5	D3	-3	—	

Flail

Str	Dmg	Save Mod	Armour Pen	Special
User+1	1	<i>As Str</i>	S+D6	Cannot be parried (39); fumbles (39) count double

This category includes all related weapons, such as chains and morning stars.

Hellblade

Str	Dmg	Save Mod	Armour Pen	Special
User+1	D3	<i>As Str</i>	S+D6	parry (39)

Hunting Lance

Str	Dmg	Save Mod	Armour Pen	Special
6	1	-2	D6+D12+6	+2 to Close Combat score; use once then discard

Weapons – Close Combat

Lance

Str	Dmg	Save Mod	Armour Pen	Special
User	1	<i>As Str</i>	S+D6	+2 Strength when charging; mounted models only

Lash Whip

Str	Dmg	Save Mod	Armour Pen	Special
4	1	-1	D6+4	

At the start of hand-to-hand combat, a model with a lash whip can make **3** attacks against enemy models in base-to-base contact. Attacked models must roll under their Initiative on **D6** to avoid the blades; failure means taking an **S4** hit with a **-1** save modifier. The model armed with the whip does not count it as an additional close combat weapon.

Lightning Claws

Str	Dmg	Save Mod	Armour Pen	Special
8	D3	-5	8+D3+D20+D6	One parry (39) per Claw

Multiple hits against anything with an Armour Value (37) may be combined into one hit with an Armour Penetration of **8+3D6+D20**.

Melta Bomb

Str	Dmg	Save Mod	Armour Pen	Special
8	D6	-4	2D6+D20+8	Must be placed while in base contact.

May only be used against targets which have an Armour Value (37).

Plague Knife

Str	Dmg	Save Mod	Armour Pen	Special
User	1	<i>As Str</i>	S+D6	

For each Plague Knife Wound inflicted on a living creature, roll a **D6** — on a **6**, the victim is automatically killed.

Plaguesword

Str	Dmg	Save Mod	Armour Pen	Special
User	1	<i>As Str</i>	S+D6	parry (39)

For each Plaguesword Wound inflicted on a living creature, roll a **D6** — on a **4+**, the victim is automatically killed.

Polearm

Str	Dmg	Save Mod	Armour Pen	Special
User+2	1	<i>As Str</i>	S+D6+2	Two-handed; lose all ties (38) in close combat.

This category includes all large primitive weapons, such as battle axes and two-handed swords.

Power Axe

Str	Dmg	Save Mod	Armour Pen	Special
6	1	-3	D6+D12+6	two-handed
5	1	-2	2D6+5	one-handed

House Rule: Always counts as two-handed when wielded by a model wearing Terminator Armour.

Power Claw

Str	Dmg	Save Mod	Armour Pen	Special
8	1	-5	D6+D20+8	

You may choose to swap any **2** hits you score in hand-to-hand combat (38) into a single Tear attack; this option only applies against models with armour locations (e.g., vehicles and Dreadnoughts). For each Tear attack, nominated a single location on the target and roll for penetration as normal; any penetrating hits roll on the appropriate damage table with a **+2** result modifier.

Weapons – Close Combat

Power Fist

Str	Dmg	Save Mod	Armour Pen	Special
8	1	-5	D6+D20+8	

Power Mace

Str	Dmg	Save Mod	Armour Pen	Special
5	D3	-2	2D6+D3+5	

Power Maul

Str	Dmg	Save Mod	Armour Pen	Special
5	1	-3	2D6+5	

Power Scourge

Str	Dmg	Save Mod	Armour Pen	Special
6	1	-3	D6+D12+6	+2 Attacks

Multiple combatants (39) against the model bearing the Scourge do not gain their normal bonuses.

Power Sword

Str	Dmg	Save Mod	Armour Pen	Special
5	1	-3	2D6+5	parry (39)

Rod of Khorne

Str	Dmg	Save Mod	Armour Pen	Special
8	1	-5	D6+8	

Any creature with psychic powers in base-to-base contact with the wielder at the start of any psychic phase (42) loses **D3** Wounds with no save of any type allowed.

Sword

Str	Dmg	Save Mod	Armour Pen	Special
User	1	User	S+D6	parry (39)

This category also covers all simple melee weapons: knives, spears, etc. Only swords may parry, however.

Thunder Hammer

Str	Dmg	Save Mod	Armour Pen	Special
Auto	D6	-5	Auto	Close combat

HEAVY WEAPONS

Assault Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-32	+1	–	8	D10	-3	D6+D10+8	Sustained Fire (36) -3

If you roll 3 Jams (36) using the sustained fire dice, the weapon explodes, instantly killing the user with no armour save possible. If mounted on a Dreadnought, only the weapon is destroyed.

House Rule: If a vehicle-mounted Assault Cannon explodes, a random non-weapon armour location is hit; roll for armour penetration as normal as if that location were hit by an Assault Cannon.

Auto-cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-70	–	–	8	D6	-3	2D6+8	Sustained Fire (36) -1

Move or Fire for foot troops.

Barbed Strangler

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-18	18-36	–	-1	4	Special	-1	D6+4	

Move or fire for foot troops. If the shot misses, roll to Scatter as normal, and place a 3” blast marker (35) where the shot ends up. If a model is hit, do not use a template. Models wounded by the initial shot are slain regardless of how many Wounds they have; place a 3” blast marker over the slain model. Roll a **D6** for each model and vehicle that is fully or partially under the template; on a roll of **4+**, the model is caught by the strangler. Caught models must each roll **2D6**; if the roll beats the model’s Strength (or Ram Value (32) for vehicles), it is either torn to pieces or so entrapped that it is effectively slain.

Bio-Plasma Attack

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-18	18-36	+1	–	8	D6	-4	2D6+8	2” blast (35)

Move or fire for foot troops.

Blastmaster

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	–	D6+4	D6	-3	3D6+8	2” blast (35)

Move or fire for foot troops. A unit suffering at least one casualty from a blastmaster must take a Break test (53).

Cyclone Missile Launcher

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-72	+1	+1	8	D10	-6	D10+D6+8	

May only be used by Terminators. The Terminator may fire either one or a salvo of missiles and use the integrated Targeter (240), giving the Terminator a +2 to hit. Optionally, the Terminator may ignore the guidance system and fire both missiles and his other weapon (presumably a Storm Bolter (248)) — in this case, the Targeter cannot be used, and neither shot gets the +1 bonus. The Cyclone is loaded with **12** missiles and cannot be reloaded during battle; keep track of them.

If the Terminator carrying a Cyclone is hit by enemy fire, there is a chance that the launcher will be affected — roll **2D6**; on an **11+**, the Cyclone activates immediately. Roll on the Catastrophic Launch Chart:

Weapons – Heavy

Catastrophic Launch Chart	
1	<i>Explode.</i> All remaining missiles explode; the Marine is destroyed. Treat as if a salvo was centred on the hapless Marine.
2	<i>Fire at Nearest Target.</i> All remaining missiles are launched at the nearest target — friend <i>or</i> foe — in the Marine's 90° firing arc in a salvo.
3	<i>Fire at Furthest Target.</i> All remaining missiles are launched at the most distant legal target within range — friend <i>or</i> foe — in the Marine's 90° firing arc in a salvo.
4	<i>Fire Straight Ahead.</i> All remaining missiles launch in a salvo straight ahead, traveling D6 x D10" .
5	<i>Missiles Move Randomly.</i> All remaining missiles launch in a salvo, moving 2D6" straight ahead, then changing direction randomly (roll a Scatter Die) and moving a further 2D6" until it comes in contact with a target or flies off the table.
6	<i>Fire Missiles Separately.</i> For each remaining missile in turn, roll a Scatter Die; the missile hits the closest target within 1" of a straight line drawn along the resulting arrow.

Note that if a Hit/Misfire is rolled using the standard scatter rules (35), treat it as a roll of a **1** on the above table.

Salvo Firing — Cyclone Launcher Only

You may fire between **2** and the number of missiles remaining in the launcher all at once in a shooting phase (33) when firing a salvo. Roll to hit as normal, and position a blast marker (35) with a diameter of $\frac{1}{2}$ " for each missile in the salvo. Strength, damage and save modifiers are as for a single missile.

Gauss Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-36	+1	–	6	D6	-3	2D6+6	Metal Flayer

If you roll a **6** when determining Armour Penetration, roll a further **D6** and add it to the score — this would result in a total armour penetration of **3D6+6** points.

Havoc Missile Launcher

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-72	–	–	4	1	-1	D6+4	2" blast marker (35)

The Havoc Launcher is armed with **9** Frag missiles; keep track of them. When the launcher is fired, you may choose to fire a cluster of one, two or three missiles, or all the remaining missiles at once. Chaos Dreadnoughts (73) armed with this weapon and suffering from Stupidity (55) will always fire off all of their remaining missiles. Roll to hit for the first missiles as normal. The rest of the salvo will automatically scatter (35) from this point. Any scatter result of a Hit/Misfire indicates that the missile exploded on the launcher rack; this will destroy the launcher as well as any unfired missiles. The exploding launcher causes no damage to the Dreadnought that wears it, but troops within **2"** of the centre of the Dreadnought suffer a hit as by a Havoc missile. Any hit penetrating the body of the Dreadnought cripples the launcher as well.

Heavy Bolter

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	–	5	D4	-2	D6+D4+5	Sustained Fire (36) -2
0-20	20-40	–	–	*	D6	-2	D6+5	Hellfire Shell, 2" acid splatter (35)

*Hellfire shells are available only to the Imperium and always cause wounds on a **2+** on **D6**.

Move or Fire for foot troops.

Weapons – Heavy

Heavy Flamer

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
<i>Heavy Flamer Template</i>						5	1	

Use standard blast marker (35) rules. Models surviving a Heavy Flamer hit may catch fire (25).

Heavy Plasma Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	–	7	D4	-2	D6+D4+7	Low power mode. 1½” blast marker (35)
0-20	20-72	–	–	10	D10	-6	D6+D10+10	1½” blast marker

Move or fire. After a firing at Maximum Power, the Heavy Plasma Gun cannot be fired on the player’s next turn.

Heavy Stub Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	–	4	1	-1	D6+4	Sustained fire (36) -2

Move or Fire for foot troops.

Heavy Webber

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
0-12	12-24	–	–	Special				

Models hit by a Webgun cannot move for the remainder of the game. A model may attempt to free itself at the beginning of its own turn by rolling **D6** and adding its Toughness; a result of **9** or greater frees the model. Models failing this test must make an immediate armour saving throw or suffer **1** wound. Vehicles hit by a Heavy Webber must roll a **D6** on the following chart:

Vehicle Speed (Last movement phase)					
	0-4”	4-8”	8-12”	12-16”	16”+
To Hit	3+	4+	5+	6+	Miss

A miss against a vehicle has no further effect. A hit brings the vehicle to an immediate halt regardless of its speed. The vehicle can do nothing while it remains webbed. Troops inside cannot operate weapons, fire from it, or leave. The vehicle may attempt to break free from the web at the start of each subsequent turn; roll a **D6** on the Vehicle Escape Chart.

D6	Result
1	<i>Fail.</i> Trapped for the remainder of the game; cannot roll again on this table.
2-3	<i>Fail.</i> Remains trapped; try again next turn.
4	<i>Fail.</i> One randomly-determined weapon is freed and may be used normally.
5-6	<i>Free.</i> The web is destroyed as soon as the vehicle moves in its next movement phase (28).

Lascannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	–	–	9	2D6	-6	3D6+9	

Move or fire for foot troops.

Mk 1 Heavy Plasma Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	–	7	D4	-2	D6+D4+7	Low power
0-20	20-72	–	–	10	D10	-6	D6+D10+10	Max power

Sustained fire (36) -1, Move or fire, 1” blast marker (35). If you miss, roll the sustained fire die to see how many templates you must scatter from the target. If a Hit/Misfire is rolled for any of these templates, a Catastrophic Coil Burnout occurs, as described below. In addition, if a Jam (36) is rolled on the sustained fire die at any time, the weapon does not fire and cannot fire on its next turn just as if it were recharging. However, if the gun is being fired on maximum power and rolls a jam, a Catastrophic Coil Burnout occurs:

Catastrophic Coil Burnout

Make an immediate roll on the damage table for the arm the Mk 1 Heavy Plasma Gun is mounted on. In addition to other damage, any models within **D3”** suffer a **S5** hit with a **-2** save modifier.

Multi-Melta

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	8	2D12	-4	D6+2D12+8	2” blast marker (35). Move or Fire for troops

Variable-Focus

When mounted on a Marine Dreadnought (177), this weapon may be fired as a Heavy Flamer (255).

Missile Launcher

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
0-20	20-72	–	–	As missile type				Move or fire for troops

Missile Types: Normally, Frag and Super Krak missiles come standard with the launcher.

Type	Str	Dmg	Save Mod	Armour Pen	Special
Frag	4	1	-1	D6+4	2” blast
Super Krak	8	D10	-6	D6+D10+8	-
Melta	8	D6	-4	2D6+8	1” blast
Anti-Plant (276)	–	–	–	–	2” blast (35)
Blind (276)	–	–	–	–	2” blast
Plasma (278)	5	1	-2	D6+5	1½” blast

See the appropriate Shell Type (276) descriptions for more information on each type of missile.

Multilaser

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	+1	–	6	D4	-1	D6+D4+6	Sustained fire (36) -3

Move or fire for troops.

Pulse Laser

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	–	–	9	2D6	-6	3D6+9	Sustained Fire (36) -1

Distribute multiple hits up to 6” away from the first target. Treat any *Jam* results as no effect.

Move or fire for troops.

Reaper Autocannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	–	8	D6	-3	2D6+8	Sustained fire (36) -2

You may re-roll up to one of the Sustained Fire dice. The second roll always counts, even if it is worse.

Shokk Attack Gun

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
<i>Special</i>		<i>Special</i>				Move or fire for troops		

The user of a Shokk Attack Gun is accompanied by one or more Snotling bases; to fire the weapon, the user must remain stationary (move or fire) for the turn and “feed” one or more of the Snotlings into the weapon’s barrel (remove the selected Snotling base from the game). There is no limit to the number of Snotlings that may be used in this manner in a single turn.

Next, the player indicates the point where he wants the Snotlings to appear. The weapon has unlimited range, but must be within the normal 90° firing arc of the firing model. Place the **2”** blast marker (35) at this point, then roll the Scatter and Artillery dice. A result of a Hit/Number indicates the shot was on target; leave the marker where it is. Any result of a Misfire results in a roll on the Misfire Table below. Otherwise, scatter the marker as usual.

Any model touched by the template at its final location is attacked by the Snotlings; refer to the appropriate chart and roll on it a number of times equal to the number of Snotlings used this turn to fire the weapon. Models in vehicles — even exposed ones — do not make separate rolls; roll for the vehicle itself only.

Shokk Attack Gun Misfire Table	
1-2	Destroyed. The Shokk Attack Gun is destroyed; its user is slain.
3-6	Cannot Shoot. The weapon cannot be fired this turn but is otherwise normal. Note that the Snotlings used to “feed” the weapon are lost.

Weapons – Heavy

Foot Troops		Bunker	
1	Attack has no effect.	1	One model in the bunker is slain outright with no saves allowed.
2-5	Any non-Ork, non-Gretchin model takes 1 Wound with a normal armour save allowed.	2-5	Each model takes 1 Wound with a normal armour save allowed.
6	The model is slain outright with no saves allowed.	6	All models in the bunker are slain outright, with no save allowed.
Vehicles		Dreadnoughts, Robots, Wraithguard, & Terminators	
1	If stationary when hit, the vehicle remains so for the rest of the game. Otherwise it will move out of control (31) for the rest of the game or until it hits an obstacle (28) or hits terrain it cannot cross, after which it is stationary for the rest of the game.	1	Movement is reduced to half normal for the duration of the game.
2	Randomly pick a weapon; every time it is fired, roll a D6 ; on a 1-3 , the weapon explodes, causing one randomly-located, automatically-penetrating hit on the vehicle. This effect lasts for the rest of the game. If the vehicle has no functioning weapons, re-roll this result.	2	One randomly-selected weapon on the vehicle is inoperable for the remainder of the game.
3-4	Each crew (18) member takes 1 Wound, with normal armour save allowed.	3-5	The model's occupant is slain outright; the model halts and may do nothing for the rest of the game.
5	At the end of each turn, roll a D6 ; on a 6 , the vehicle explodes, causing a hit with Strength, Saving Throw mod, and Damage equivalent to its Ram Value (32) on all models within D6" .	6	As with result 3-5 , but the model moves at half its maximum speed in a random direction and fires directly ahead with all possible weapons each turn for the rest of the game.
6	The vehicle immediately lurches forward D10" and overturns; all models aboard are slain outright with no saves allowed. The vehicle is useless for the rest of the game.		

Support Weapons	
1-3	Every time the weapon is fired, roll a D6 ; on a 1-3 , the weapon explodes, slaying its crew outright with no armour save allowed. This effect lasts for the rest of the game.
4-6	The support weapon is destroyed and the crew are slain outright with no armour saves allowed.

Shuriken Shrieker Cannon (*Buanna*)

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	+1	–	5	D4	-3	D6+D4+5	Sustained fire (36) -2

Instead of using normal ammo, you may choose to use Shrieker ammo. You lose the sustained fire, and it only affects living creatures. If the target is hit, let it make an armour save — if it is failed, the target is affected by the Shrieker serum. Roll **2D6** during the affected model's movement phase (28) and move the victim this number of inches in a randomly-determined direction; squad coherency (18) is ignored. If the **2D6** roll is a **7** or any double, the victim explodes. Place a **1"** blast marker (35) over the exploding victim; any target within the area takes a single **S3** hit causing **1** wound. Any squad with one or more of its members within **2"** of a Shrieker victim at the start of their movement phase must take a Break test (53).

Venom Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-16	16-32	–	–	8	D10	-3	D6+8+D10	

Place the special Salvo template on the landing point of the shot. Use the Thudd Gun (267) rules to determine where the successive Salvo templates go.

Vibrocannon

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
0-20	20-72	Special				1	-2	

Nominate a target — this can be any model as normal, or an empty space. There is no roll to hit — instead, roll a Scatter Die to see if you are on target. If the result is an Arrow, the shot scatters **D6**” in that direction. Once you figure out where the shot hits, trace a line back to the wielder of the Vibrocannon; anything in the line is hit. Models struck suffer a hit at a Strength value equal to their own Toughness. Struck vehicles automatically suffer **1** hit to the first location in the path of the beam that is touching the ground. The penetration (37) of the Vibrocannon varies depending on the armour value it is penetrating. If a model is hit by a Vibrocannon in a turn in which he has already been struck by a Vibrocannon, the save modifiers are doubled, and a further **D6** is added to the penetration dice.

Armour	1-5	6-8	9-11	12-14	15-17	18-20	21-23	24-26
Penetration	D6	2D6	3D6	4D6	5D6	6D6	7D6	8D6

PISTOLS

All pistols may be used in close combat (38).

Autopistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	–	3	1	0	D6+3	

Bolt Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	–	4	1	-1	D6+4	

Hand Flamer

Short	Long	Short	Long	Str	Dmg	Mod	Pen	Special
<i>Small Flamer Template</i>				4	1	-2	D6+4	Close combat

Use standard blast marker (35) rules. Models surviving a Flamer hit may catch fire (25).

Hotshot Laspistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	-1	4	1	–	D6+3	

House Rule: Weapons by default have an Armour Penetration of D6+Str, which makes the listed AP an anomaly. WD 198, published after the IG codex, listed it at the expected D6+4 AP. Players must determine which they prefer.

Laspistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	-1	3	1	–	D6+3	

Mk 1 Plasma Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-18	+2	-1	6	1	-1	D6+6	

Sustained Fire (36) -1. Unlike a normal Plasma Pistol (261), the Mk 1 Plasma Pistol does not need a turn to recharge after firing. However, if a Jam (36) result is rolled for the Sustained Fire die, the plasma system overloads. Roll another Sustained Fire die and consult this table to determine the result:

Jam	
	The weapon is destroyed and explodes with the same effects as a Plasma grenade (278) centred on the firing model.
1	The firing model suffers an S2 hit causing 1 Wound with a –1 save modifier. The weapon is still jammed.
2	The firing model suffers an S4 hit causing 1 Wound with a –2 save modifier. The weapon is still jammed.
3	The firing model suffers an S6 hit causing 1 Wound with a –3 save modifier. The weapon is still jammed.

In close combat, instead roll on the above chart for each Fumble (39) that is rolled.

Needle Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	–	3	1	-1	D6+3	

When used against living targets, roll to hit as normal; if a hit is scored, make saving throws as applicable, but no Strength/Toughness (25) roll is needed. Daemons, Eldar Avatars (87), Tyranids and Genestealers are unaffected by this weapon.

Plasma Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-18	+2	-1	6	1	-1	D6+6	Sustained Fire (36) -1

If a plasma pistol is fired, it cannot fire again in your next shooting phase (33).

Shuriken Pistol (*Murehk*)

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	+2	–	4	1	-2	D6+4	

Spinefist

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Flamer template (35)</i>				4	1	-1	D6+4	Close combat

Stub Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	–	-1	3	1	–	D6+3	

May be loaded with *Dum-Dum* bullets, which have a Strength of 4 (no save modifier).

Web Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-4	4-8	–	-1	–	–	–	–	

Targets hit by a Webpistol may do nothing until released using special web solvent carried by all troops using web guns. At the start of their turn, models enmeshed in webs may attempt to free themselves — roll a **D6**, and add the trapped model's Strength. If the score is **9** or more, the model is freed and may move and act normally thereafter. Otherwise, it must immediately make its normal saving throw or sustain **1** wound. Vehicles cannot be webbed.

SUPPORT WEAPONS

Battlecannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-72	–	–	8	2D6	-3	3D6+8	2" blast (35)

Bio-Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-72	–	–	8	3D6	-6	4D6+8	

On the Tyranid player's turn (shooting phase) following a slime fungus round penetration, roll again (with a –1 modifier) on the same hit location Damage Table to represent the continuing action of the slime. Each subsequent turn repeat with an additional –1 modifier. If the modified result is ever 0 or less, the slime has become inactive and no further rolls are made. For targeting purposes the Exocrine may ignore targets that have already been penetrated. The Exocrine relies on the destructive power of the slime fungus to finish off the enemy target, so it considers one penetrating hit enough and goes off to hunt other vehicles.

Conversion Beam Projector

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-40	–	-1	*	D6	*	Special	Move or fire

Based on how fast the target **can** move, the Beamer may suffer an additional To Hit Penalty as follows:

Target's Maximum Movement				
0-2" 2-3" 3-5" 5+"				
To Hit Penalty	-1	-2	-3	-4

Instead of checking Strength/Toughness (25), roll a **D6**: on a 3+, the target is wounded — armour saves are ignored. Depending on the range, the Beamer causes a blast marker (35) of varying radius as follows:

Range of Shot			
0-20" 20-30" 30-40"			
Blast Radius	1½"	2"	3"

When used against a vehicle, it has a variable armour penetration (37) depending on the target's armour:

Thickness of Target's Armour					
1-4 5-8 9-11 12-14 15+					
Penetration	D6	2D6	3D6	2D12	3D10

Demolisher Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	–	–	10	2D6	-3	3D6+10	3" blast (35)

Move or fire — even for vehicles.

Distort Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-16	16-32	–	–	Special		-3	Special	2" blast (35)

Place the blast marker over the target, then roll a Scatter Die; a "Hit" means the template stays where it is; otherwise, move the template **D6"** in the direction indicated. Roll another Scatter Die and repeat the process once. Vehicles are only affected on a roll of 4+ on **D6**, but if hit, armour penetration (37) is automatic. Targets hit by the distortion cannon must roll on the following table:

Weapons – Support

D6 Roll	Result
1-4	<i>Destroyed.</i> The target is removed from play.
5	<i>Displaced.</i> The target is Displaced (see below).
6	<i>Moved.</i> Move target 2D6 ” in a random direction.

Displacement

Roll a **D6** for models which are displaced and consult the chart below:

1	Target is moved to a random position on a randomly determined table edge.
2	Target is moved 4D6 ” in a random direction.
3	Target is moved 6D6 ” in a random direction.
4	Target is moved D6 ” in a random direction and inverted. If the target is a vehicle, it is unharmed but upside down; any weapons on top of the vehicle are unusable; side-mounted weapons may be used normally. If the target is a trooper, it must spend its following movement phase (28) righting itself and may do nothing else.
5	Target is moved 2D6 ” in a random direction and into the air 10 meters. The target drops, sustaining an S10 hit causing D6 damage. If the target is a vehicle or building, models directly underneath it are hit on a 4+ on D6 . Any models hit thusly sustain an S10 hit causing D6 damage. No armour saving throws are allowed for any of these hits.
6	Target is moved 2D6 ” in a random direction and underground to a depth of 10 meters. Place a 2 ” blast marker (35) over the spot; all models in the blast area suffer an S6 hit causing D6 damage with a –2 save modifier. The target is destroyed.

Earthshaker Artillery Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-150	–	–	8	2D6	-3	3D6+8	2 ” blast marker (35)

Fires twice; both shots must be at the same target; roll to hit separately for each shot. Against vehicles, roll for armour penetration (37) as usual, but even if the penetration fails, you still roll **D6** on the damage table and then **D3** on the damage chart. Move or fire, even for a vehicle.

Heavy Mortar

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Frag shell</i>				3	1	-1	D6+3	3 ” blast marker (35)
<i>Inferno shell</i>				5	D3	-3	D6+D3+5	2 ” blast, targets may catch on fire (25).
<i>Melta shell</i>				8	D10	-4	D6+D10+8	1 ” blast marker

To fire the Heavy Mortar, pick any target, ignoring the normal target selection (33) rules, and then guess a distance between **12-48**”. Place the appropriate template that many inches from the Heavy Mortar in the direction of the target you chose, then roll Scatter and Artillery Dice. Any roll of a Misfire indicates the shell was a dud or exploded above the ground; remove the template. Any roll of a Hit indicates the shell was dead-on; leave the template where it is. A roll of an arrow and a number indicates the gunners misestimated; scatter the template as normal. If your target is within Line of Sight, you may ignore the guessing rules above and place the template wherever you wish, but you are subject to the normal picking a target rules, and must still roll the Scatter/Artillery dice.

Inferno Cannon

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
<i>Heavy Flamer Template</i>						6	D6	

Place the Heavy Flamer Template (35) as normal, then roll an Artillery Die and move the template that many inches straight ahead. The normal rules for templates apply to models touched or covered by the template at any point in its movement. Models surviving a hit may still catch on fire (25).

In addition, crew (18) inside vehicles affected by the Inferno Cannon may be affected even if the armour is not penetrated (37). For each model on board, roll **D6**; on a **6**, the model takes **1** wound with a **-1** save modifier. If a location catches fire, you must continue to test for the crew until the flames go out.

Mole Mortar

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
12-24	24-72	—	—	Special			—	

Move or fire. The mortar has a crew of two, though only one is necessary to fire the weapon. To fire the Mole Mortar, nominate a target point: this may be any point on the tabletop, but there must be a Line of Sight between it and at least one of the Mortar's crew members. Crew acting as spotters are not subject to the Coherency (18) rules and one crew can spot for all Mole Mortars in a single battery. Next, roll a **D6** to test for the accuracy on this table:

1	Off Target. Randomly scatter from the target point as normal, and then re-roll on this chart. If you roll another 1 , scatter from the scatter point you just established and roll again. Continue until you roll something other than a 1 .
2	Airburst.
3-4	Surface Burst.
5	Ground Burst.
6	Subterranean Burst.

Once you've determined what kind of shot it was, determine the damage characteristics on this chart:

	Blast Radius	Strength	Damage	Save Mod
Airburst	3"	3	1	-2
Surface	2"	4	1	-2
Ground	1"	4	1	-2
Subterranean	D3"	3	1	-2

A ground or subterranean burst leaves a permanent crater equivalent in size to the blast area of the shot. Parts of a building lying over a crater will collapse. Any vehicle which lies 50% or more within the crater area is brought to an immediate halt, and must roll a **5+** on **D6** at the start of its Movement Phase (28) before it can move (Tracked (30) vehicles move on a **4+**). Any other models within the crater area are thrown to the ground and cannot move in their following Movement Phase other than to get on their feet — they may shoot as normal.

House Rule: The original entry specified the weapon as move or fire but also 'Heavy – 2" penalty'. This is a meaningless notation in 2nd ed and so has caused some confusion. It's almost certainly a copy-and-paste error from the Rogue Trader Compendium, a book for the previous edition and where the weapon first appeared, which used such notes. You could also optionally treat the Mortar as having a 2" movement penalty on turns when it does move.

Prism Laser Cannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	–	–	9	2D6	-6	3D6+9	2" blast marker (35)

Pulsa Rokkit

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Special</i>		<i>Special</i>						

Move or fire, one shot per battle. Before the Rokkit is fired, the player firing it picks a number between **1** and **10**, representing the length of the weapon's fuse. The Rokkit always flies straight ahead from where it is fired; roll a **nD6**, where **n** is the number you picked. Add up the score, then add **12**; this is the distance in inches the Rokkit travels. Thus if you chose **6**, the Rokkit would travel **6D6+12"**. Line-of-sight to the final landing place is not required, and the Rokkit is assumed to have a trajectory sufficient to clear all intervening obstacles (28).

When it lands, the Rokkit effectively becomes a Pulsa Generator. At the start of the opponent's next turn, roll a **2D6**; the resulting score is the range (in inches) of the Pulse the generator sends out. If your **2D6** roll was an **8**, for example, everything within **8"** of the Rokkit would be affected by the Pulse. If your roll is a double (two **2s**, two **4s**, etc.) then the generator will produce another pulse in your opponent's next turn (wherein you make another **2D6** roll to determine its range, etc.); otherwise, the Pulse stops after this turn.

Foot troops affected by the Pulse are knocked over on their sides, and cannot move or fire for the remainder of the turn. Support weapons have their crew affected as for foot troops; the weapon itself is spun to face a random direction and cannot be fired this turn. Dreadnoughts and War Walkers must each make an immediate roll on their Leg Damage Table and cannot fire any weapons this turn. Bikes and all other vehicles are spun to face a random direction and will move out of control (31) for the rest of the turn; weapons on vehicles so affected cannot be fired this turn. Buildings, trees, walls, hedges etc are knocked down on a **D6** roll of **4+**. Bunkers and similar fortifications are knocked down on a **D6** roll of **6+**. Any model standing in a knocked down structure is destroyed.

Rapier Laser Destroyer

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-18	18-72	+1	–	9	2D10	-6	D6+2D10+9	

45° arc of fire to the front.

Salvo Missile Launcher

Range		To Hit		Str	Dmg	Save	Armour	Special
Short	Long	Short	Long			Mod	Pen	
0-20	20-72	–	–	As missile type (256)				Sustained fire (36) -1

Roll to hit for each missile separately; the missiles may be fired at different targets, but the targets cannot be more than **2"** apart. The whole salvo must be of a single missile type.

Scatter Laser

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	+1	–	6	1	-1	D6+6	

May fire up to six shots in a single shooting phase (33); all must be within **6"** of the primary target. Roll to hit separately for each shot; shots must be assigned before hitting is determined.

Squig Katapult

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Special</i>		<i>Special</i>						

Move or fire. Declare the direction and distance you wish to fire the Katapult without actually measuring it, up to **48"**; note that the crew do *not* need to have Line of Sight to the target. Place the Squig template (**1"** radius) that many inches away in the direction you indicated. Then roll the Scatter and Artillery dice, and scatter the template as normal, a "Hit" result indicating a perfect shot.

The template is not removed after the turn in which it was fired; move the template **2D6"** in a random direction during the movement phase (28) of each Ork turn until the Squigs disperse. Anything touching the template even slightly must make a saving throw or be slain instantly; refer to the following chart to determine the number required to save (ordinary saving throws, including those for personal fields, are ignored):

Target	Save Required
Avatars, Greater Daemons, Hive Tyrants	Automatic
Vehicles, Robots, Dreadnoughts, Canifexes	2+
Fully enclosed Power Armour, Aspect Armour, Terminator Armour	3+
Daemons, Genestealers, Tyranid Warriors	4+
All other troops	5+

After each casualty due to the Squig template, roll a **D6**; on a **1-3**, the template is removed; otherwise, the template remains and will continue to move and devour.

If a Misfire is rolled when scattering the template, along with any Scatter result, something has gone wrong; roll a **D6** and consult the chart below:

1-2	Destroyed. The Katapult is destroyed; remove the model and its crew as casualties.
3-4	Oooooops. One of the crew is thrown instead of the Squig pot; the Katapulted Gretchin crashes to the turf 2D6" away from the Katapult in a random direction; the Gretchin is slain on impact and anything under it takes an S3 hit with a -1 save modifier.
5-6	Cannot Shoot. The Katapult is unharmed, but does not fire this turn.

Smasha Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Special</i>		<i>Special</i>						

Move or fire. May be fired against any target in its 90° front arc, provided there is a clear Line of Sight to the target. Any model may be chosen as a target (ignoring the normal Choosing a Target (33) rules). Determine the range to the target and the target's type, then cross-reference them to determine the score needed To Hit (irrespective of the gunner's BS):

Range	Foot Troop	Bike, Terminator	Vehicle, Dreadnought
0-24"	6	6	5-6
24-36"	6	5-6	4-6
36-48"	6	6	5-6
48-60"	Miss	6	6

If the target is hit, it is lifted into the air, and you may move it **D6"** in any direction; roll a Scatter Die to determine which direction the target is facing after it finishes moving. Anything under the target when it lands will suffer damage from the impact. Foot troops and Terminators dropped by the Smasha Gun will suffer **1** Wound

Weapons – Support

automatically with a **-1** Save Modifier. Dropped vehicles will sustain damage as if they had just had a collision (32) with a building (15), using the vehicle's own Ram Value (32). Support weapons dropped by a Smasha Gun are automatically destroyed. Models which are landed on by targets lifted by a Smasha Gun will suffer damage as if they had been involved in a collision, using the Ram Values of the dropped model (the dropped model is always assumed to have been moving at **10"** or greater). Foot troops which are dropped on in this manner do not get a chance to try and avoid the crash.

Splatta Kannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Special</i>		–	–	6	D4	-2	D6+D4+6	Move or fire.

Move or fire. Pivot the gun on the spot so that it is pointing in the direction you wish to fire it. Instead of rolling To Hit as normal, roll an Artillery die; if you roll a misfire, something has gone wrong; roll on the table below (and the shell does not fire). Any other result indicates that the shell has been fired successfully **20"** plus the number on the Artillery die (e.g., if you had rolled an **8**, the shell travels **28"**). The shell travels straight forward until it reaches the distance indicated or it hits a target (obstacle or model). If a model is standing behind an obstacle (e.g., hard cover), then both the obstacle and the model sustain a hit automatically.

Once the shell hits a target or reaches its distance, roll a Scatter Die and an Artillery die. Any result but a misfire on the Artillery die indicates that the shell bounces the Artillery die's number in inches in the direction indicated by the Scatter die (note that this time, **20** is not added to the amount of distance traveled). As before, any targets hit on the way suffer a hit and stop the shell's movement. Continue to roll a Scatter and an Artillery die to determine which direction the shell bounces in until a Misfire is rolled on the Artillery die; this indicates that the shell stops moving.

1-2	Destroyed. The Kannon is destroyed.
3-6	Cannot shoot. The Kannon cannot fire next turn, but may fire in later turns as normal.

Tempest Laser

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-60	–	–	7	D4	-3	D6+D4+7	6 shots
0-20	20-60	–	–	10	2D12	-6	D6+2D12+9	

Distribute multiple hits up to **6"** away from the first target. Treat any *Jam* results as no effect.

Spore Cysts

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	–	–	–	4	1	-1	D6+4	

Each enemy model that moves within **8"** of the Exocrine is fired at immediately using the Exocrine's BS, the spore cyst weapon stats and normal shooting modifiers including the **-1** hit modifier for Overwatch (29) targets coming out of cover if applicable. During the Tyranid shooting phase (not movement phase), the Exocrine automatically fires its spore cysts once at each enemy model within **8"** that is not in close combat with the Exocrine. Dreadnoughts and closed vehicles are always ignored.

Thudd Gun

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-72	–	-1	6	1	-2	D6+6	

Move or fire for foot troops. It may be pulled up to **4"** by its crew of two. A Thudd Gun cannot move through difficult terrain (28) or over obstacles (28). At Short Range, attackers may pick whether they want their shots to hit the crew or the Thudd Gun itself; at Long Range, randomize incoming shots between the two. The Thudd Gun has an Armour Value of **10**; any shot which penetrates this destroys the weapon completely. The Thudd Gun places four **1"** blast markers around its target. Fire the shot as normal, and scatter if you miss. Place the special **1"** Thudd Gun blast marker (35) at the impact point. Then roll a **D12** to determine in what direction the second template is placed

relative to the first ; the Thudd Gun templates have a ring of numbers around their perimeter to indicate which roll indicates which direction. Repeat this process for all four templates, rolling a **D12** for each one.

Speculative Fire

May be fired in indirect fire (37) mode, but the process is a little different than normal. To launch a speculative fire shot from a Thudd Gun, pick a target point and place a marker on it. The Thudd Gun cannot fire or move other than to rotate this turn; aligning the weapon to aim at the designated point takes the crew the whole rest of the turn. The Thudd Gun must remain stationary for the rest of this turn, the entirety of the opponent's turn, and the Movement Phase of the following turn (if the Gun moves during this time, the marker is removed and the process is "cancelled"). In the following shooting phase, the Thudd Gun may fire at the point that has been marked; the firing process is as normal.

Traktor Kannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-36	36-72	Special						

Nominate a target for the Traktor Kannon as normal, but do *not* roll To Hit; the target is automatically hit. Roll the Artillery die to determine the Strength of the hit; a **2, 4, 6, 8, or 10** indicates that is the Strength of the hit (resolve Wounds, etc. as normal). All normal saving throws apply. Targets with an Armour Value (37) suffer a hit with penetration value equal to the Strength of the hit plus **3D6**.

If the target survives the attack, it is dragged towards the Kannon by a distance equal to half the Strength of the Kannon's hit, in inches (e.g., if an **8** was rolled on the Artillery die, the target would be dragged **4"** towards the Kannon after resolving the hit). Foot troops will be dragged over or through intervening terrain such as low walls and hedges; vehicles will collide (32) with obstacles (28) normally (vehicles dragged in this manner count as moving **10"** or faster). Support weapons dragged in this fashion will ram things with a Ram Value (32) of **S5**, causing **D4** damage with a **-2** save modifier. Buildings hit by a Kannon will not be dragged.

If a Misfire is rolled for the hit's Strength; roll a **D6** and consult the Misfire Table below:

1-3	Reversed Polarity. The Traktor Kannon is dragged towards the target, instead of the other way around. Roll the Artillery die again (re-rolling any Misfires) to determine how far in inches the Kannon is dragged towards the target; apply any damage to the Kannon in the same way you would for a vehicle.
4-6	Overheating. It will take a turn for the weapon to cool down sufficiently to be used again; next turn the Kannon cannot be fired.

Whirlwind Multi-Launcher

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-20	20-72	–	–	5	D4	-2	D6+D4+5	3" blast marker (35)

May be fired in indirect fire (37) mode. Carries **10** rockets, programmed to be fired in salvos of **2**. Keep track of the number of shots. Each salvo of **2** rockets creates a **3"** blast marker. If you miss, scatter as normal — if you roll a "Hit" and a "Misfire", consult the Malfunction Table below.

1-2	The Whirlwind is ripped to pieces; crew are slain. Any models within 3" suffer D6 S10 hits with a -3 save modifier.
3-4	The rockets are expended, but to no effect. In addition, the weapon is jammed, and will only work in subsequent turns if you first roll a 4+ on D6 .
5-6	Rockets are expended, but to no effect. No further effect.

WARGEAR WEAPONS**Axe Morkai, The**

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				6	1	-3	D6+6	

For each critical hit (39) scored, add not +1 but +D3 to the Combat Score of the user.

Axe of Retribution

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				6	D6	-1	2D6+D12+6	

Battle Claw

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				8	1	-5	D6+D20+8	

Black Staff of Ahriman

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				<i>User</i>	1	<i>as Str</i>	D6+Str	Force Weapon (26)

If the wielder uses a psychic power, reduce the number of Force Cards (43) required by 1 (minimum of 1).

Blade of Admonition

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				5	1	-2	2D6+5	Parry (39)

The bearer of the Blade causes Fear (54).

Blade of Destruction, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				7	1	-4	D6+7+D12	Parry (39) twice

Blades of Reason

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				5	1	-2	D6+3	

Any living creature suffering even 1 Wound from the Blades of Reason is removed as a casualty regardless of how many Wounds they are left with.

Brazier of Holy Fire

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				5	1	-3	2D6+D3+5	

Any model hit in hand-to-hand combat (38) with the Brazier will catch on fire (25) on a D6 roll of 4+.

Bright Lance

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-36	+1	–	9	D8	-6	8+D6+D8	

C'tan Phase Sword

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				<i>User</i>	1	Auto	2D6+5	Parry (39)

Models struck by this sword receive no armour saves, not even for Defensive Fields.

Daemon Sword Drach'nyen, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				–	1	Auto	Auto	Parry (39)

The victim receives no armour saving throw, though unmodified saves may still be made as normal. Vehicles struck by the Sword have their armour penetrated (37) automatically. Psykers and daemons (57) suffering a hit from the Sword will take **D3** Wounds, not **1**.

Demonbane

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				6	1	-5	D6+8	Force Weapon (26), Parry (39)

Any daemon (57) in base contact during the Rally Phase loses **D3** wounds with no save of any type allowed.

Doom Bolt

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-18"		–	–	5	D6	-2	D6x5	

Fired in the psychic phase (42), like a ranged weapon. Costs no Force Cards (43) but may be nullified.

Executioner

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only; two-handed.</i>				8	D3	-6	D6+3	Parry (39)

Executor Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+2	+1	4	1	-1	D6+4	Bolt Pistol barrel
0-8	8-16	+2	–	3	1	-1	D6+3	Needle Pistol barrel

Close combat. A combination (225) of a Master-Crafted Bolt Pistol (272) and a Needle Pistol (261), models firing the Executor Pistol may choose to fire either barrel but not both. Eversor Assassins (115) using an Executor Pistol may split their Fast Shots between the two barrels.

Exitus Longrifle

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-18	18-36	+1	+1	5	1	-3	D6+5	

May fire Exitus Ammunition (228).

Exitus Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	6-12	+2	-1	5	1	-3	D6+5	

May fire Exitus Ammunition (228).

Fire Axe

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				6	D3	-3	D6+6+D3+D12	

Firepike

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+1	–	8	D6	-4	2D6+8	1” blast marker (35)

Flail of Chastisement

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				5	1	-1	2D6+5	

If a target is wounded by the Flail but not killed it loses **D3** attacks next round (to a minimum of 1 Attack).

Force Axe

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				User	1	as Str	Strength+D6	Force Weapon (26)

Force Cards (43) may be expended during close combat (38) to add +3 Strength and –3 save modifier.

Force Rod

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				User	1	as Str	Strength+D6	Force Weapon (26)

Force Staff

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				User	1	as Str	Strength+D6	Force Weapon (26)

Force Sword

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				User	1	as Str	Strength+D6	Force Weapon (26), Parry (39)

Force Cards (43) may be expended during close combat (38) to add +2 Strength and –2 save modifier.

FrostFang

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat				5	D3	-2	2D6+D3+5	Parry (39)

Gorechild

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
Close combat only				7	1	-4	D6+D12+7	

In hand-to-hand combat (38), the user may re-roll any fumbles (39).

Inferno Pistol, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-6	–	+1	–	8	D3	-4	D6+D3+8	Close combat

If it is used in hand-to-hand combat (38), only the first hit may be with the Inferno Pistol. Subsequent hits in the same phase must be with other close combat weapons.

Kustom Blasta

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-16	16-36	–	-1	<i>varies</i>	1	-1	Various	D3" blast marker (35)

Roll an Artillery die to determine the Strength of each shot; a roll of a Misfire indicates the weapon has exploded, giving an **S4** hit to the Ork carrying it.

Kustom Kombi-Weapon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
D6 x N		Auto		<i>N</i>	1	<i>N/2</i>	D6+N	Move-or-fire.

Nominate a target (33) as normal, anywhere within line-of-sight and the normal 90° forward arc. The range of the weapon is determined by multiplying a **D6** with an Artillery die (value = *N*). If the target is within range, it is hit automatically. That same number on the Artillery die is the Strength of the shot, while half that number is the Armour Save modifier. If you roll of a Misfire, something has gone wrong; roll another **D6**, and on a **1-3** the weapon has exploded, killing the model carrying it.

Kustom Shoota

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-32	+1	-1	<i>varies</i>	1	-2	Various	Sustained fire (36) -2

Roll an Artillery die to determine the Strength of each shot; a roll of a Misfire indicates the weapon has exploded, giving an **S4** hit to the Ork carrying it.

Lasblaster

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				5	1	-3	D6+5	
0-12	12-24	+1	–	6	1	-1	D6+6	

May be used either to shoot or in close combat, but not both in the same turn. When used in the shooting phase (33), you may take up to **3** shots. May be shot at different targets within **6"** of each other.

Mace of Valaan

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				6	1	-3	D6+D12+6	

Cannot be Parried (39).

Master-Crafted Bolt Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+2	+1	4	1	-1	D6+4	Close combat

Master-Crafted Laspistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+2	+1	4	1	-1	D6+4	Close combat

Master-Crafted Plasma Pistol

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-24	+2	-1	6	1	-1	D6+6	Sustained fire (36) -1

Does not have to recharge like a normal Plasma Pistol (261).

Maugetar, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				8	D3	-6	D6+8+D3+D20	
0-20	20-40	+1	–	6	D4	-4	D6+D4+6	Sustained Fire (36) -2

The Maugetar incorporates a Shuriken Shrieker Cannon (258).

Nemesis Blade

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				<i>User</i>	1	<i>as Str</i>	D6+5	Force Weapon (26), Parry (39)

Stored Force Cards (43) may be expended during close combat (38) to cause additional wounds to daemons — **D3** if one Force Card is used, **D6** if two Force Cards are used.

Neuro-Gauntlet

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				7	1	-4	D6+D12+7	

Against living targets (not daemons but including Tyranids), the following rules apply: any squad which takes a casualty from the Neuro-Gauntlet must make an immediate Break test (53). If a model is wounded by the Gauntlet but not slain, all characteristics are halved (rounding up) for the rest of the battle.

Psycannon

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-8	8-16	+2	+1	4	1	-2	D6+4	Sustained fire (36) -1

Against daemons and psykers, the Psycannon wounds automatically. Counts as a Force Weapon (26). Each time a psyker or daemon is wounded by a Psycannon, it will lose the use of one randomly-determined psychic power for the rest of the battle.

Rod of Grace

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				6	D3	-4	D6+D3+6	
0-6	–	–	–	6	D3	-4	D6+D3+6	

Rod of Torment

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				<i>User</i>	1	<i>as Str</i>	Varies	

Any opponent suffering 1 or more Wounds is immediately removed as a casualty, regardless of how many Wounds they are left with. In addition, the model must pass a Leadership test (54) or let out a tortured scream so horrible that any models friendly to it within 8" must pass a Break test (53).

Sceptre of Vengeance

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				7	1	-4	D6+D12+7	

Scorpion's Bite, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				*	D3	-3	None	Shooting

Automatically shoots before close combat is resolved — in the same way as a Mandiblaster. Work out shooting as normal for a Mandiblaster (233). If the Scorpion's Bite hits, roll **2D6** and pick the highest; if the score is equal to or more than the target's Toughness, **D3** Wounds are sustained.

Singing Spear

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	–	–	–	<i>User</i>	1	as Str	D6+Strength	Close combat, Force Weapon (26)

May be thrown in the shooting phase up to **12"** or used in close combat, but not both in the same turn. Stored Force Cards (43) may expended during either shooting (33) or close combat (38) to add **+2** Strength and **–2** save modifier per card expended.

Silent Death, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	–	-1	5	1	-2	D6+5	

May strike several targets; nominate your first target and roll to hit. If successful, nominate another target within **2"**. Continue nominating targets and rolling to hit until you miss or until there are no further targets within the weapon's range and/or within **2"** of the last target.

Staff of Belief

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				User +2	1	-5	D6+8	Parry (39)

Daemons receive no daemonic aura for hits inflicted by a Staff of Belief.

Sword of Asur

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only; one-handed</i>				6	1	-3	D6+6+D12	Force Weapon (26),
<i>Close combat only; two-handed</i>				7	1	-4	D6+7+D12	Parry (39)

Sword of Secrets

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat only</i>				6	1	-4	D6+D12+6	Parry (39)

Torgal's Plasma Blade

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-2	<i>Sx 2</i>	–	–	7	1	-4	2D6+7	

This weapon may be thrown like a grenade and automatically returns to its wielder at the start of each turn.

Tyrant's Claw, The

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close Combat</i>				8	1	-5	D6+D20+8	Parry (39)
<i>Heavy Flamer template (35)</i>				5	D3	-3	D6+D3+5	As per Heavy Flamer (255)

May be used in the shooting phase (33) or the hand-to-hand combat (38) phase, but not both.

Warp Blast

Force Cards	Range	To Hit		Str	Dmg	Save Mod	Armour Pen	Special
0	24"	–	–	4	1	-1	2D6+4	
1	36"	–	–	5	D3	-2	2D6+D3+5	1"
2	48"	–	–	6	D6	-3	D12+2D6+6	1½"
3	60"	–	–	7	D10	-4	D12+D10+D6+7	2"

Fired in the psychic phase (42), just like a normal ranged weapon. If it misses, roll to Scatter as normal.

Web of Skulls

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	–	-1	6	1	-2	D6+6	

The Web of Skulls may be thrown at any **3** targets within **12"** of each other, striking each in turn. In close combat (38), it has **S6** and a **-2** save modifier.

Weirdboy Staff

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				*	1	-3	D6+5	Force Weapon (26)

User may re-roll any failed Waaagh! (51) Test once.

Witch Blade

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
<i>Close combat</i>				<i>User</i>	1	<i>as Str</i>	D6+Strength	Force Weapon (26), Parry (39)

Force Cards (43) expended during close combat (38) to add **+2** Strength and **-2** save modifier per card.

Xyclos Needler

Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
Short	Long	Short	Long					
0-12	12-24	+2	+1	(3)	1	-1	D6+3	Sustained Fire (36) -1

Before rolling to hit, choose a serum to fire. If a target's armour/field saving throw fails, the serum affects them automatically — no roll to wound (25) is needed. Serums only affect living creatures; against other models the Needler uses its basic profile.

Xyclos A: Automatically inflicts **D3** Wounds per hit.

Xyclos B: Induces psychotic visions; roll **D6+2** on the Hallucinogen Effect Table (277).

Xyclos C: Target automatically catches fire (25) as if from a Flamer (245). The flames cannot be smothered but might go out on their own; if the model dies, it explodes with the same effects as a Plasma (278) grenade.

GRENADES

	Range		To Hit		Str	Dmg	Save Mod	Armour Pen	Special
	Short	Long	Short	Long					
–	–	(S x 2) + 2” (max 12”)	–	–		As grenade type; see below			
Type			Str	Dmg	Save Mod	Armour Pen	Special		
Frag			3	1	-1	D6+3	2” blast (35)		
Krak			6	D6	-3	2D6+6	Thrown suffers –1 to hit; scatter as normal		
Plasma			5	1	-2	D6+5	1½” blast; see Plasma (278) ammo		
Blight			D6	1	0	S+D6	2” blast		

Other common types are Anti-plant, Blind, Choke, Hallucinogen, Photon Flash, Plasma, Rad, Scare, Smoke, and Tanglefoot. See the appropriate Ammunition Type description for more information.

AMMO TYPES

Default blast radiuses (35) are listed, but where explicitly declared, weapon description takes precedence.

Cloud Movement Chart

Many types of ammunition cause a semi-permanent blast marker to appear on the battlefield; these are noted as “remains” in their description. Unless otherwise specified, ammunition blast markers that do not disappear immediately are subject to a roll of **D6** at the start of each side’s turn to determine what happens to them, as follows:

1	Cloud remains where it is but disappears at the end of this turn.
2-4	Cloud remains where it is.
5	Cloud shrinks to half its current radius, rounding down to the nearest ½”.
6	Cloud moves away D6 ” in a random direction.

Anti-Plant

2” blast radius (35), temporary. All foliage in the affected area is removed from the game.

Blight

2” blast radius (35), remains. Affected models suffer a hit of Strength **D6**; re-roll this Strength value for each hit inflicted by a Blight grenade. If a **1** is rolled for Strength, the Blight has dissipated; remove the marker. Note that unlike most grenades, the effects of a Blight grenade are not perfectly protected against by sealed armour. Models affected by Blight may take normal armour saves, but cannot take saves for energy fields or dodges. Enclosed vehicle crewmen (18) on vehicles may be affected; on a roll of a **6** on **D6**, the blight gets inside the vehicle and affects all crewmen.

Blind

2” blast radius (35), remains. No troops may draw Line of Sight through, into, or out of a Blind cloud. Psykers cannot use their powers if a Blind cloud hides their target. Models in hand-to-hand combat (38) within a Blind cloud may fight, but they halve their Weapon Skill, rounding up. Models within the cloud must choose to either remain stationary or move at half rate in a random direction. At the start of each side’s turn, roll a **D6** and consult the cloud movement chart (276) to see what happens to it.

Choke

1½” blast radius (35), remains. Models affected by the cloud must make an immediate Choke test — roll a **D6**; on a **3+**, the model succumbs, remaining incapacitated as long as the gas cloud covers them. They will recover automatically if the cloud is dispersed or moves away. Models under the influence of Choke may be ignored for the purposes of squad coherency (18). Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, and enclosed vehicles are exempt from the effects of Choke gas.

Hallucinogen

1½” blast radius (35), temporary. Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, and enclosed vehicles are exempt from the effects of Hallucinogen gas. Models hit by the template must roll under a **4** on **D6** or be affected by the gas. Each model affected by the gas must roll a **D10** on the Hallucinogen Effect Table:

1	Roll a D6 ; on a 1-3 , roll again on this chart; on a 4+ , the model shrugs off the gas and suffers no further effects.
2	At the start of each of your following turns, roll a D6 ; on a 1-3 , the model may do nothing that turn; on a 4+ , the model shrugs off the gas and suffers no further effects.
3	The model can do nothing until it shrugs off the effects of the gas; roll a D6 at the start of each of your following turns; on a 6 , the model shrugs off the effects.
4	The model cannot move, but must shoot into the nearest patch of cover regardless of what, if anything, lies within it. The model remains immobile, shooting into the cover while the illusion lasts. At the start of each of your following turns, roll a D6 ; on a 6 , the illusion ends.
5	In its next movement phase (28) the model heads off towards the nearest table edge as fast as possible and without shooting. The model continues until it leaves the table.
6	The model moves around the table randomly each turn, doing nothing else and continuing until the game ends or it falls off the table.
7	During the model’s own turn it is moved randomly at normal speed, and shoots its weapons in a random direction (roll to hit the first model, if any, in the direction of fire). The model continues to move and fire in this manner until the end of the game.
8	In its own turn, the model will attempt to shoot the nearest model — friend or foe — moving in such a way so that it may do so. The model continues to do so for the rest of the game.
9	The model remains in its current position for the rest of the game, burbling quietly about “the horror”.
10	During its own movement phase (28) the model moves as fast as possible in a random direction for the rest of the game.

Haywire

1½” blast radius (35), immediate. Only affects vehicles, dreadnoughts, robots, Wraithguard, and Terminators. If any of these models is hit with a Haywire Grenade, their armour is penetrated automatically. Roll to hit locations covered by the template as normal, and then roll on the appropriate damage table with a **–1** modifier. Vehicle crewmen (18) or Terminators hit by this grenade suffer a **S3** hit causing **1** wound with no armour save possible. Discard this card after use.

Photon Flash Flare

1½” blast radius (35), temporary. Models must roll **D6** on the following chart:

	No Effect	Dazzled	Blinded
Unprotected Troops	–	1	2+
Troops w/Visors	1-3	4-5	6
Troops w/AutoSenses	1-5	6	–

Unprotected Troops: Tyranids, Orks, Gretchin and Snotlings.

Troops w/Visors: Imperial Guard, Eldar Guardians, Squats, Marine Scouts.

Troops w/AutoSenses: Space Marines, Dreadnoughts and enclosed vehicles.

Dazzled troops have their WS and BS reduced to **1** for the remainder of the current turn.

Blinded troops may move, but in a random direction at half normal move rate. Blinded troops cannot shoot, but may fight in hand-to-hand combat (38) with a WS of **1**. Blinded troops are blind for the remainder of this turn and the entirety of the next turn. After that, roll a **D6** for each blinded model — on a **5+**, sight is recovered immediately.

Plasma

1½” blast radius (35), remains and blocks line-of-sight. At the start of each turn, roll a **D6**:

1	Disappears immediately.
2-5	Shrinks its radius by ½”.
6	Expands its radius by D6 ” and disappears at the end of this turn.

Radiation (Rad)

D3” blast radius (35); remains. When the shot is placed, roll **D3** and hide the result from your opponent. Place a spot marker on the battlefield and make a note of the result of the roll. Models within this range suffer a hit from the Rad grenade of Strength equal to **D6+D4** and with a **-3** save modifier.

Scare

2” blast radius (35), immediate. Models affected by the gas must roll a **1** on **D6** to avoid its effects. Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, and crew (18) in enclosed vehicles are immune to the gas’ effects. If a model affected by scare is not in cover, it will immediately turn towards the nearest cover that lies away from the enemy — or the table edge if it is closer. During its own turn, the model will flee **2D6**” towards this cover, and will hide (29) in it if possible. The model may do nothing else in its turn, and cannot fight even if attacked. Squad coherency (18) rules are suspended for models affected by Scare. A model may only shake off the effects by rolling a **5+** on **D6** at the start of its own turn.

Smoke

2” blast radius (35), remains. Only troops equipped with IR vision, Auto-Senses, Scanners, Targeters, or Bionic Eyes can draw line-of-sight through smoke. Psyker powers are unaffected by smoke, but they cannot draw Line of Sight through it with normal vision. Models within a smoke cloud have the option of staying put or moving half their normal rate in a random direction — they may fight in hand-to-hand combat (38) but halve their Weapon Skill rounding up. Space Marines (including Scouts), Terminators, all Imperial Guard forces, Squats, all Dreadnoughts, crew (18) in all enclosed vehicles, and all Eldar including Aspect Warriors and Guardians are equipped with technology that enable them to draw Line of Sight through smoke clouds. This basically leaves Orks and Tyranids.

Stasis

2” blast radius (35), remains. Everything under the marker is trapped in a stasis loop. Models inside the marker may neither act nor be affected by anything outside the loop; they cannot move or shoot and cannot be shot at. Line of Sight may be drawn through the stasis field. Vehicles and troops within **2**” of the edge of the blast marker move at half speed and may only shoot or use psychic powers if they first roll a **4+** on **D6**. Close combat (38) is only worked out every other turn for models within **2**” of the marker. There is a **-2** to hit modifier for shooting into, through, or out of the area within **2**” of the marker. The field remains in play; at the beginning of each side’s turn, roll a **D6**:

1-2	Stasis effect persists until the end of this turn and then the grenade’s power source is exhausted, and the template is removed.
3-6	The effect remains.

Tanglefoot

Place a small spot marker where the weapon hits. Models within **3**” of the marker move at half rate but are otherwise unaffected. Vehicles moving into a tangle-field are also affected; each inch counts as **2**” while in the field. As the vehicle leaves the field, roll a **D6**:

1	Complete remaining movement straight ahead only.
2	Turn 45° to the left and complete remaining movement in a straight line.
3	Turn 45° to the right and complete remaining movement in a straight line.

4+	No effect — move as normal.
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Toxin

1½” blast radius (35), remains. Models affected by the template must roll to see if the toxin affects them — Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, and enclosed vehicles are immune to the effects. Imperial Guard, Squats, Eldar Guardians, Space Marine Scouts, and Orks in 'Eavy Armour must roll a **1** or **2** on **D6** to avoid the toxin's effects. Other models, Orks, and Gretchin must roll a **1** to avoid being affected. Affected models must roll a **D6**; on a **2+**, they are slain regardless of their Wounds.

Virus

2” blast radius (35), immediate. Models affected by the template must roll to see whether the gas affects them. Space Marines, Eldar Aspect Warriors, Dreadnoughts, Terminators, and enclosed vehicles are immune to its effects. Other models must roll a **1** or **2** on **D6** to avoid the affects. Affected models are effectively slain — but are left on the battlefield. Lie affected models on their sides, and roll a **D6** — this is the contact range for the virus in inches. Any normally vulnerable model within the contact range of a victim of the Virus is slain on a **D6** roll of **4+**. Each time a model is slain by the effects of the virus, lay it on its side and roll for the contact range again. It is possible that a single model may have to test to see if it is slain several times because it lies within the contact range of more than one victim. Once there are no more victims within the contact range of all slain models, the virus has no further effects.

Vortex

1½” blast radius (35), remains. All matter covered by the marker is destroyed, and everything partially touching the marker is destroyed on a **4+** on **D6**, instantly, be it building, wood, or model. If a vehicle is completely covered by the vortex, it is completely destroyed. If a vehicle is partially covered, each location on the vehicle covered by the vortex is hit on a **D6** roll of **4+** — the vehicle's armour is penetrated (37) automatically; roll for damage on the appropriate table with a **+1** modifier. Line of Sight cannot be drawn into or through a Vortex template. At the beginning of each side's turn, roll a **D6**:

1-2	Vortex vanishes without further effect; remove the template.
3-4	Remains unchanged.
5-6	Moves D6 ” in a random direction, obliterating everything in its path.

VEHICLE MODIFICATIONS

ALL ARMIES

The following modifications may be added to any vehicle with a Datafax. There is no limit to the number of modifications that can be made to a single vehicle, nor to the number of instances of the same modification that may be made, but unless otherwise specified, each modification may only be applied to a particular vehicle once. This means that although all four of your tanks may have Reinforced Armour (280), you cannot have any vehicles with multiple Armour Reinforcements.

Ablative Armour

+15 points

The crewman of this vehicle have bolted extra protective plates to it, forming a secondary layer of armour. A vehicle with ablative armour ignores the first hit which successfully penetrates the vehicle's armour. Further hits that penetrate count as normal. Hits from graviton guns and Shokk Attack guns ignore ablative armour. Exposed crewmen are not protected by ablative armour.

Auto Launchers

+5 points

See the weapon profile (244) for this weapon for more information.

Ceramite Armour

+50 points

The armour of this vehicle is a special compound that retains all the protection of normal armour, but also has incredible heat resisting qualities. Any shots from Multi-Meltas (256), Meltaguns (247), or Melta-bombs (251) divide their armour penetration rolls in half. Note that exposed crewman are not protected by ceramite armour and will be affected normally.

Electro-Hull

+10 points

This card may be taken by any vehicles except those with exposed crew. By running a live electric current through the hull, this vehicle has a very simple defence against hand-to-hand attacks. Any model which attacks this vehicle in hand-to-hand combat must first see if their armour protects them from the shock, by successfully making a basic armour saving roll (field saves have no effect against Electro-hulls). If the model fails, then he will be thrown back **1"** and cannot attack this turn. If the model successfully makes its basic saving throw then it may attack the vehicle as normal.

Null-Shield

+35 points

Each time a psychic power is used on a vehicle with a null-shield, roll the Scatter Die first — on a roll of a "Hit", the psychic power penetrates the Shield and works normally. If an arrow is rolled, the power is deflected **2D6"** away in the direction indicated, passing over terrain and obstacles but affecting the first legal model (other than the vehicle whose Null-Shield deflected it) in its path. If the null-field is within a blast marker (35), the Shield will nullify (44) the power on a **4+** on **D6**.

Reinforced Armour

+10 points

The armour value (37) for all locations is increased by **+1**. The extra weight has a negative effect on speed; the vehicle's Slow Speed is reduced by **1"**, the Combat Speed reduced by **2"**, and the Fast Speed reduced by **4"**. Dreadnoughts and Walkers have their Movement reduced by **2"**.

Scythes

+5 points — bikes only

When the bike is used to make a hit and run attack (31), before the actual attack is resolved, the enemy model must roll equal to or under his Initiative on a **D6** (a 6 always fails). If this roll is failed, the model takes a Strength **4** hit causing **1** Wound with a **-1** save modifier. If the model is still alive, or passes its Initiative test, then resolve the hit and run attack as normal.

Searchlight

+5 points

You may use the Searchlight during any movement phase (28). Place a **2"** blast marker (35) anywhere within Line of Sight of the vehicle using the Searchlight. Any hidden (29) enemy models at least partially covered by the marker are "spotted" (if they are in or behind soft cover (35)). Enemy models hidden in or behind hard cover (35) become "detected" instead.

Supercharged Engine

+5 points

Cannot be taken for Dreadnoughts or other Walkers. May be used in any movement phase (28) to increase the vehicle's speeds, and may be used repeatedly but no more than once per movement phase. When used, Combat Speed is increased by **D6** and Fast Speed is increased by **2D6**.

Vortex Detonator

+50 points

A Vortex Detonator can detect the tiny warp drives within Vortex grenades and cause them to detonate prematurely. If any model within **12"** of a vehicle with a Detonator attempts to use a Vortex grenade, the grenade automatically explodes in the model's hand. Place the blast marker over the model as if it had hit itself with the Vortex grenade.

CHAOS SPACE MARINE MODIFICATIONS

Combi-Bolter

+5 points/weapon

Additional combi-weapons may be mounted on a Chaos vehicle at any location. The weapons may be fired by crewmen (18) inside, or by models transported by the vehicle. Space Marines may rapid fire (167) with the combi-bolters if the vehicle is stationary or moving at Slow Speed.

Coruscating Warp Flame

+45 points — Possessed Tzeentch vehicles only

Any psychic power used against the vehicle or a model within **3"** of it will be nullified (44) on a **4+** on **D6**. On a roll of **6**, not only is the power nullified, but its owner must discard it for the rest of the game. If the vehicle is attacked in close combat (39), it will inflict **D6** hits with a Strength of **4+D6** divided among the models in base-to-base contact with it. Make a single roll for the Strength of all the hits; each hit inflicts **1** Wound with a saving throw modifier of **-1** for each point of Strength above **3**. Surviving enemy models may then attack as normal.

Daemonic Possession

+25% of the vehicle's value

May only be chosen for fully-enclosed vehicles and Dreadnoughts. The vehicle has no crew (18) — it is "manned" instead by a daemon. Its hatches are all welded shut; if the vehicle had troop-carrying ability, it can no longer carry any troops. The daemon controls the vehicle and can fire all of its guns using its BS of **5**. If the vehicle is a Dreadnought it fights with a WS of **5** as well. Any damage results that indicate the crew are killed have absolutely no effect. The vehicle causes Terror (55). If your army loses all its champions bearing a Mark of Chaos (60), then the daemon inside the vehicle will be banished — disabling the vehicle. Certain Chaos Space Marine vehicle modifications require a vehicle to be possessed before they can be added; these are noted in their entries.

Destroyer

+25 points — Possessed Khorne vehicles only

The vehicle has its Ram Value (32) upgraded to **S10, D20** damage, and a **–6** save modifier. In addition, any model wishing to attack the vehicle in hand-to-hand combat (39) must roll equal to or under their Initiative on **D6** (6 always fails). If this roll is failed, then the model sustains a hit equivalent to the vehicle's Ram Value.

Nurgle Infestation

+20 points — Possessed Nurgle vehicles only

The armour value (37) of all locations is increased by **1** point. In addition, any model who attacks the vehicle in hand-to-hand combat (39) must first fight the Nurglings and waving limbs which cling to the vehicle; the vehicle gets **2** Attacks with a WS of **3**. If the vehicle wins the combat, it works out hits as normal; the infestation counts as having a Strength of **3**. If the attacker wins, it may make a single attack against the vehicle in the normal manner. Do not count any bonuses for multiple attackers (39) fighting a Nurgle-infested vehicle.

Warp Amp

+25 points — Possessed Slaanesh vehicles only

May only be chosen if your army includes at least one squad of Noise Marines (62) and may only be fitted to Land Raiders (178), Predators (180), and Rhinos (181). The closer a creature comes to the warp amp, the harder it is for it to maintain discipline and conscious thought. Enemy models within **18"** of the warp amp suffer a **–1** penalty to their Leadership score when taking Break (54) or psychology (54) tests. Within **12"**, the penalty increases to **–2**, and within **6"** it increases to **–3**.

ELDAR MODIFICATIONS

Crystal Targeting Matrix

+5 points; Free for Fire Prism Gravtank

All shots from the Prism Cannon ignore any penalties when firing at fast moving targets (34).

Crystalline Web

+25 points per armour location on the vehicle to be modified

You may apply a Crystalline Web to part or all of a vehicle as desired. If an armour location bearing a Crystalline Web is penetrated (37), your opponent rolls on the following table instead of the normal damage table:

1-2	The vehicle is completely unaffected.
3	Any weapons associated with the penetrated location cannot fire during your next turn. No further effects.
4-5	Roll a D3 on the penetrated location's damage table. The Web protecting the location is destroyed.
6	Roll a D6 on the penetrated location's damage table. The Web protecting the location is destroyed.

Holo-Field

+30 points — skimmers only

As long as the vehicle is moving, all shots fired at it suffer an additional **–1** to hit. If the vehicle comes to a halt or makes a pop-up attack (31) then it does not benefit from its holo-field.

Psycho-Sonic Screemers

+20 points — Jetbikes, Vypers and Grav-tanks only

The vehicle causes Terror (55).

Spectral Shield

+15 points

Each time the vehicle is hit by a laser weapon (e.g., Lasgun (247), Lascannon (255)), you may roll a **D6** and subtract the die roll's result from the Strength of the hit.

Spirit Stone

+15 points — Dreadnoughts prohibited

If the vehicle is assaulted psychically, the attack is nullified on a **D6** roll of **6**. In addition, if one of the crew is killed by any means, then the spirit stone will take over with the same profile as an Eldar Guardian. If the dead crew member is hit again, then the spirit stone is hit instead. It has Toughness 4 and 1 Wound. A vehicle may only carry one spirit stone.

Talons

+60 points for War Walkers and Dreadnoughts; +30 points to all other vehicles

Before close combat (38) for the vehicle is resolved, roll a **D6** for each enemy model in base-to-base contact with the vehicle. On a **4+**, the model is hit. Hit models must each roll a **D6**; if the score is equal to or more than the hit model's Toughness, it suffers one Wound with a **-2** save modifier.

Vectored Engines

+25 points — skimmers only

The vehicle may make double the number of turns it is normally allowed to make.

ORK MODIFICATIONS

Kustom Force Field

+20 points

Whenever the vehicle is hit, roll **D6** and deduct the result from the Strength of the incoming shot. On a result of a **6**, the hit is stopped completely but the Force Field is burned out and destroyed, inflicting an **S4** hit on a randomly-selected crewman (18).

Moto-X

+10 points

This card may only be taken by Ork Warbikes (149). The Warbike has great big knobby tires and special spiky tracks so that it can cope with all types of terrain. The Warbike can travel up to combat speed across difficult ground. In addition, the Warbike may attempt to cross linear obstacles that are no taller than the front wheel. Roll a **D6**: on a **4+** the obstacle is successfully crossed; otherwise, the Warbike collides as normal.

'Oooge Xhausts

+5 points

This card may only be taken for Ork Warbikes (149). The owner of this Warbike has fitted his bike with absolutely immense exhaust pipes, specially customised to make as much noise as possible. The thrumping noise they produce sounds like a dozen battle cannons ripping the earth apart, fooling the enemy into thinking they are under attack. Any enemy units on Overwatch (29) that are within 12" of the Warbike must pass a Leadership test (54) or lose Overwatch, just as if they had been shot at.

Skrabbla

+10 points

This card may only be taken by Ork Warbikes (149). The rider of this Warbike has a faithful Gretchin assistant who rides on the back of the Warbike. These reckless Gretchin are known as Skrabblas. Following the shouted orders of the rider, they scramble around the back, throwing their weight around to help ease the heavy Warbike into skid turns. A Warbike rider with a skrabbla may add +2 to his dice rolls on the skid turn chart (30). The skrabbla is extremely agile and cannot be hit by enemy fire.

Squig Fuel Injector

+5 points

Cannot be used by Dreadnoughts. May be used at the end of the vehicle's movement phase (28), and makes it move forward another **3D6"** in a straight line immediately. If the roll for distance is **15** or more the vehicle starts to rattle apart — move the vehicle, then roll a **D6** on the Hull Damage Table.

IMPERIUM MODIFICATIONS

Unless otherwise specified, the following modifications may only be taken for vehicles from any of the Space Marine (167) Chapters [Blood Angels (184), Dark Angels (184), Space Wolves (197), Ultramarines (203)], as well as the Imperial Agents (108), Sisters of Battle (153), and Imperial Guard (121) army lists.

Ammo Feed

+5 points/weapon added — Space Marine vehicles only

This vehicle card may be fitted to a vehicle's Heavy Bolter (254). A Heavy Bolter equipped with an ammo feed may ignore the first Jams (36) rolled on the sustained fire (36) dice each turn. This means a Heavy Bolter with an ammo feed will only jam if two jams are rolled together. A twin-linked (36) Heavy Bolter may only have a single ammo feed.

Auxiliary Storm Bolters

+5 points/weapon added

You may mount an auxiliary Storm Bolter (248) anywhere on the vehicle. Any member of the crew (18) may fire a weapon, but if he does so he cannot perform his normal task. Alternately, troopers from squads being transported may also fire the weapons. It may re-roll any Jams (36).

Bulldozer Blade

+15 points

Cannot be taken for Dreadnoughts, Walkers, bikes, or skimmers. The Strength of the vehicle's Ram Value (32) is increased by +1 and the Ram Damage is increased by +1D6. Any shots which hit the front of the vehicle's hull will hit the Blade instead on a 4+ on D6 — if hit, the Blade adds +D6 to the vehicle's front hull armour value (37) for that shot only. If the vehicle's hull suffers a penetrating hit from the front, the Blade is automatically destroyed.

Command Comm-link

+30 points — Space Marine vehicles only

This vehicle card may only be fitted to Space Marine vehicles that have a character riding in or on them. When rolling to see which side goes first, a Space Marine force that includes this vehicle may roll 2D6 and add their Strategy Rating (12) to the best result. Further vehicles with a command comm-link will not confer any bonuses.

Frag Defenders

+10 points

Frag Defenders may be triggered at any point in the game; when they are, all models in base-to-base contact with the vehicle firing them suffer an automatic S4 hit with a -1 save modifier causing 1 wound.

Heavy Flamer Upgrade

+10 points/weapon upgraded

You may replace any Heavy Bolter (254) normally mounted on an Imperial vehicle with a Heavy Flamer (255). Twin-linked (36) Heavy Bolters may be upgraded to a single Heavy Flamer for free.

Hunter-Killer Missile

+30 points

Cannot be taken for Dreadnoughts, Walkers, bikes, or skimmers. The Missile is a one-shot weapon and may only be fired at vehicles, Dreadnoughts, buildings or similar targets. It always hits on a roll of 3+ regardless of any modifiers. If the missile hits, work out damage as normal using the following profile:

Strength	Damage	Save Mod	Armour Pen.
8	2D10	-6	8+2D10+D6

Recon Pack

+20 points — Space Marine Attack Bikes only

The Space Marine player may add 1 to his Strategy Rating (12). In addition, on a D6 roll of 4+ you may force your opponent to discard one of his Strategy Cards (21). Further vehicles with a recon pack will not confer any extra bonuses.

WEAPON CONVERSION

You may place weapons on vehicles that don't appear on the Datafax. Below is a list of point costs:

Weapon	Cost
Assault Cannon (253)	45
Auto-cannon (253)	25
Battlecannon (262)	55
Conversion Beam Projector (262)	50
Cyclone Missile Launcher (253)	65
Heavy Bolter (254)	15
Heavy Flamer (255)	25
Heavy Plasma Gun (255)	40
Heavy Stubber (255)	10
Lascannon (255)	45
Meltagun (247)	8
Missile Launcher (256) w/Frag and Super Krak missiles (256)	45
Multi-Melta (256)	65
Plasma Gun (248)	8
Shuriken Cannon (258)	20
Shuriken Catapult (248)	5
Storm Bolter (248)	4

GW OFFICIAL FAQs

This section contains only those rulings that could be deemed official. In practice, GW didn't outright state this as such, but these rulings were published in official GW locations, came from the designers of 2nd edition, and more obscure FAQs from email or non-GW sources tended to come with statements along the lines of "it's not official until it's in print". These rulings have already been incorporated into the Bible text, but are reproduced here as well. They come from two sources.

White Dwarf ran a semi-regular FAQ column called "Questions and Answers" that provided support for 2nd edition. Issues 191-196, 198, 200, and 204 all had columns of this sort.

The GW website had a FAQ section, containing entries for select elements of the game. Not all armies received entries there. Originally from <http://www.games-workshop.com/newreleases/newsupdates/faq/warhammer40k.html>. A snapshot from 21 January 1998 is viewable [here](#).

Some rulings overwrote earlier examples of the same ruling; instances of such have been noted, with the later answer taking precedence. Note that some reorganization has been done for ease of use (for example, in the Web FAQ the Tyranid question on Lictor flesh hooks was in the Firing section, and there was no Tyranid section). Some questions have been repeated if they are generally codex-based but touch on more than one codex at once.

FIRING

Q1. My opponent tells me he can shoot a sustained fire weapon at a model in the open and use any extra hits on other targets within 4", even if the other targets are in more cover. He would normally suffer a -2 to hit modifier to shoot at them, but this doesn't apply. Is this correct?

A1 (WD 191). By the strict letter of the rule, your opponent is perfectly correct. However, it is a rule which can be exploited in order to hit well-protected models simply by shooting at easy targets nearby. To be honest, this isn't the intention of the rule at all. In our game we quickly agreed to interpret the sustained fire rule so that extra shots can't be dished out to target that are harder to hit than the original model. We also agreed that extra shots must be allocated within the same unit, and not to model from different units. This is a much fairer way of working out sustained fire hits.

A2 (Web). At one point, but not anymore. Sustained fire weapons and the troops that use them, have to make decisions to keep themselves alive. These decisions work during targeting and dishing out the extra hits. Because of this, they obey the targeting rules just like everything else, so that extra shots can't be dished out to targets that are harder to hit than the original model. If you want to target a unit that is half in hard cover and half in the open, and you want to be able to dish out hits to all of them, you have to shoot at the ones in hard cover, taking the -2 to hit modifier. Also, extra shots must be allocated within the same unit, and not to models from different units. Yes, sometimes this means a unit ends up extra dead. This is explained in the Tyranid Special Rules in the Tyranid Codex pretty well, as well as placing template weapons.

Q2. Does Overwatch only happen in the movement phase, or does it occur any time an eligible target appears? What if hidden troops open fire, or if a psyker teleports into sight during the psychic phase?

A (WD 192, Web). In the rulebook it states that a model on Overwatch may shoot during the opposing player's movement phase, but this really is an oversight on my part. I didn't take into account the other ways targets might appear later in the turn, but it seems perfectly reasonable for troops to wait and use Overwatch fire at any point in your opponent's turn.

However, except for movement, you cannot interrupt your opponent while he is performing an action. This means you can't wait until your opponent declares his target for a particular model before opening fire. In the same vein, you can't make an Overwatch shot between your opponent making a successful to hit roll and his roll to wound (since this is patently silly), or when your opponent uses a psychic power. Basically, the only action you can actually interrupt is movement (whether this is a normal move, run, charge or follow-up move). If your opponent is performing some other action, you will have to wait until it is finished before you can fire.

Another area of the rules which can cause disagreement is models turning while on Overwatch. Turning does not count as movement, so you can turn models freely whilst they are on Overwatch. A model on Overwatch may turn before it fires, unless it is shooting a move or fire weapon. This helps keep those pesky Tyranid Gargoyles and Eldar Swooping Hawks and Warp Spider Aspect Warriors from getting too cocky!

Q3. What happens with grenades being thrown from the top of tall buildings, etc?

A (WD 193, Web). Good question. We'd guess that what you'd do is this: if you're throwing a grenade down from the top of a tower or something, you can measure the range from any level of the building. If you're throwing towards something on the same level or higher up, measure the range from the actual position of the model.

Q4. Can you take an Overwatch shot at Eldar Swooping Hawks or Tyranid Gargoyles as they take off to start flying high?

A (WD 193, Web). Yes. Measure the range to where the models are starting off from. It can be imagined that the troops are shooting at the flyers as they take off and rise above the level of any intervening trees, buildings, hills, or other terrain.

Q5. Does a model only benefit from cover if it is in base-to-base contact with it?

A (WD 192, Web). No. Models which are partially obscured by intervening cover gain the benefits of it as well, though models which are less than half obscured by hard cover should only count a -1 to hit modifier, not -2.

Q6. Is the Auto-cannon a move-or-fire weapon?

A (WD 193, Web). Yes.

CLOSE COMBAT

Q1. If you fire a plasma pistol in hand-to-hand combat does it have to recharge next turn?

A (WD 193, Web). Yes.

Q2. Can you charge a hidden model or one you can't see at the start of your move?

A (WD 193, Web). Yes.

PSIONICS

Q1. Does the Daemonic Attack Warp card have any effect on the Ultimate Force card?

A (WD 192, Web). This potential rules conflict arises because Ultimate Force cannot be nullified in any way. However, the Daemonic Attack card states that the power currently being used is automatically nullified. So does this mean psykers using Ultimate Force are immune to the attack of predatory daemons? Well, there is a way that both players can have the cake and eat it, too. We've found that the best way to resolve this situation is to work out the Daemonic Attack as normal, as stated on the card. However, regardless of the psyker's fate, the power he was using goes ahead as normal, since Ultimate Force cannot be nullified, even by a daemon. Yes, even if he is killed, the psychic power still takes effect!

Q2. Some models are allowed to dodge shooting and hand-to-hand combat attacks on an unmodified dice roll. Can you dodge a psychic attack?

A (WD 192, Web). This really depends on the kind of attack, so it needs a bit of common sense and interpretation. Basically, if the psychic attack is something which directly affects the target's mind or body (examples would

include Smite, Mind War and Brain Bursta) you can't dodge it. If a psyker blasts the model with a physical bolt of energy (like Hellfire, Lightning Arc, Destructor or Da Krunch) then the model can try and dodge it like any other attack.

A good rule of the thumb to judge whether a psychic attack can be dodged is to see if it has a Strength value or not. If it has a Strength value it means it can probably be dodged! If you can't agree on an answer, resolve the situation with the old roll a D6: 1-3 you can't dodge it this time, 4-6 you can. This doesn't set a precedent: roll each time the situation crops up. Also remember that if the attack uses a template, a model which dodges must be moved to the edge of the template. If this is impossible (most likely if the target is inside a bunker or other building) the attack cannot be dodged and the model suffers the full effects. If there is only room for them to partially dodge the blast, they will be hit on a D6 roll of 4, 5 or 6 like any other model not wholly covered by the blast marker.

Q3. If I have no psykers in Warhammer 40,000, do I still get dealt Warp cards?

A (Web). Yes you do. Also note that the warp flux dice roll can never be reduced to less than 1D6, even if there are no psykers left in the game at all.

Q4. What is the range of the Librarian psychic power Quickening: 3" or 6"?

A (WD 193, Web). 3"

ARMOUR

Q1. Just what are the rules for Displacer fields?

A (WD 192, Web). The rules on Displacer fields are rather unclear. *ED NOTE: The rather lengthy clarification that follows has been incorporated into the Battle Bible text.*

Q2. Is it possible to get an armour saving throw better than 1+?

A (WD 194, Web). No! Anything which increases a model's armour save can never increase it to greater than 1+, under any circumstances whatsoever.

Q3. According to the Wargear book, a model can only have one energy field activated at a time. How does this work, and what counts as an "energy field"?

A (WD 196). The rule simply means that a model can only have one energy field. Using the word "activated" was a poor choice, in that it implies that a model can have several energy fields and choose which to use by turning them on and off.

A good rule of thumb as to what qualifies is that if it has the word "field" in its title, or it offers an unmodified save, it is an energy field. Note that this does not include suppression shields, holo-suits, or fields produced by psychic powers (other than the Tyranid Warp Field). We are very aware that this will make characters, especially Eldar Farseers, much more vulnerable, but we think this is a good thing, as allowing characters multiple unmodified saves simply makes them too hard to kill. *ED NOTE: A list of effects classified as energy fields follows; this information has been incorporated into the Battle Bible text.*

ASSASSINS

Q1: Can an Imperial Assassin use his/her dodge ability to avoid a Vortex grenade?

A (WD 191, Web): Yes. A Vortex is still a template weapon, albeit a rather strange and deadly one. Assassins are highly-trained killers, and aren't put off by somebody collapsing dimensions nearby!

Q2. How does a Callidus Assassin's Neural Shredder affect vehicles?

A (WD 200, Web). The Neural Shredder will affect one randomly determined crew member, in the same way as the Smite psychic power.

Q3. Does the Eversor Assassin's Neuro-Gauntlet affect Tyranids?

A (WD 204). Yes.

Q4. Can a Vindicare Assassin shoot a detected Lictor? Neither of his weapons have a blast marker.

A (WD 204). Yes.

CHAOS

Q1. Are Greater Daemons affected by an Ork Shokk Attack Gun, if so which table do you use?

A (WD 192, Web). Yes they are, and so are Eldar Avatars – treat them as foot models.

Q2. Do Virus weapons and the Virus Outbreak Strategy card work against daemons?

A (WD 193, WD 194, Web). No.

Q3. The Noise Marine sonic blaster has a range of 36" in the codex description and 24" on the summary sheet. Which is correct?

A (WD 204). 36"

ELDAR

Q1. Can an Eldar Avatar use its Wailing Doom to make a parry, since it's a really big sword?

A (WD 200, Web). No. An Eldar Avatar is the physical manifestation of Khaela Mensha Khaine, a raging god of war and destruction. The Avatar has no thoughts for defence, only attacking and killing the enemy! Also, the Wailing Doom actually appears in many different forms, only one of which is a sword....

Q2. Does the psychic power *Destroy Daemon* affect an Eldar Avatar? What about force weapons: do they have the same effect as they do against Chaos daemons?

A (WD 191). An Avatar is the physical incarnation of the Eldar god of war, Kaela Mensha Khaine, so an Avatar is treated like a daemon for the purposes of *Destroy Daemon* and force weapons. This also applies to hits from psycannons and other weapon or psychic powers which have special effects against daemons.

Q3. How many shots does a Warp Spider Exarch have, since he has two Deathspinners?

A (WD 192, Web). He can only fire once, but the two Deathspinners allow him to use the Fast Shot Exarch power (giving him two shots).

Q4. Are Eldar Avatars affected by an Ork Shokk Attack Gun. If so, which table do you use?

A (WD 192, Web). Yes they are, and so are Greater Daemons – treat them as foot models.

Q5. Can the Web of Skulls and Silent Death cause multiple hits on one model?

A (WD 192, Web). No.

Q6. Does a field such as a Displacer Field allow you a saving throw against Eldar Wraithcannon and Distort cannons?

A (WD 191). No. The technology involved in these warp-based weapons bypasses any field the target may be wearing.

Q7. Does the Teleport Jammer wargear card affect the Eldar Warp Spider's warp generator?

A (WD 194, Web). Warp Spiders came after *Dark Millennium* so they are not covered by the Teleport Jammer card, but we felt they should be. *ED NOTE: The new rule that follows has been incorporated into the Battle Bible text.*

IMPERIAL GUARD

Q1. Can the Imperial Guard Basilisk and Leman Russ Demolisher tanks turn in place and still fire their respective "big guns"?

A (WD 194, Web). No. In order to fire their "big guns" they must be absolutely stationary.

Q2. Can squads with the Tank Hunters special ability use their skills against bikes and buggies?

A (WD 204). No. As bikes and buggies are open-topped vehicles the crew must be attacked in hand-to-hand combat and therefore the Imperial Guard Veterans cannot use grenades. However, they are still immune to any psychological effects caused by the bike or buggy.

ORKS

Q1. How long does Ghazghkull's Waaagh! last for?

A (WD 192, Web). Two player turns (the turn it is called upon and the next one).

Q2. Is Ghazghkull Thraka affected by a Vortex grenade if he has called on the power of the Waaagh, since this makes him invulnerable?

A (Web). No, as long as he had called up the Waaagh before he was hit by the Vortex (some players think that they can wait until Ghazghkull is killed by an attack and then call up the Waaagh to save him – this just isn't the case!)

Sometimes a situation arises where there is no obvious solution (Total Power vs. a Collar of Khorne, for example). In these situations, roll a dice to see which side "gains the upper hand" (in this example, whether the spell works or is automatically dispelled). This sets no precedent and you should roll every time the situation occurs.

Q3. Can an Ork in Mega armour ride on a boar or Cyboar?

A (WD 193, Web). No. **(WD 204).** In addition to the above, warbikes are also forbidden.

Q4. The profile for Cyboars on page 28 is different from the one giving on page 60. Which is right?

A (WD 204). The one on page 28.

SPACE MARINES

Q1. Are Terminators encumbered (-1 to WS) if they carry a Heavy Weapon?

A (WD 200, Web). No.

Q2. Can models wearing Terminator Armour throw grenades?

A (WD 200, Web). No.

Q3. Can Space Marines wearing Terminator Armour rapid fire their storm bolters?

A (WD 200, Web). Yes.

Q4. Can Space Marines wearing Terminator Armour have jump packs or ride bikes?

A (WD 204). No.

ANGELS OF DEATH

Q1. Under Blood Angels, it states you can equip your entire Death Company with jump packs for 50 points. Is this true if you have fifteen, twenty or even more models in your Death Company?

A (WD 194, Web). Yes. In effect you get a “bulk purchase discount” if you equip a large Death Company squad with jump packs (and by the same token you pay a premium price if the squad consists of less than 10 models).

Q2. Why does Dante have a strategy rating of only 5? After all, he is meant to be over 1100 years old, and he did take supreme command during the Armageddon Campaign. Is this a mistake?

A (WD 195, Web). No it's not a mistake, Dante really does have a strategy rating of “only” 5. This is because although Dante is a forceful and dynamic leader, he lacks the deep strategic insight of commanders such as Marneus Calgar of the Ultramarines, or Azrael of the Dark Angels. This being said, Dante is an awesome leader, and the fact that he has been around for so long means that he is held in great respect and awe by his fellow commanders. This is why he was chosen as supreme commander at Armageddon, and is generally deferred to in similar circumstances. However, Dante is wise enough to know when to delegate jobs to others, and also when to listen to the advice of his colleagues. Thus, for example, if Dante and Azrael were taking part in a joint operation, although Azrael would defer to Dante as supreme commander, Dante would certainly allow Azrael to plan the operation and would listen carefully to any advice he might have.

Q3. Can Mephisto suck the blood of Tyranids or an Avatar.

A (WD 204). Yes. Assume it is life force, in such a case.

SPACE WOLVES

Q1. Can Wolf Guard Terminators really take both an assault cannon and cyclone missile launcher?

A (WD 200, Web). No, they cannot.

Q2. Does Njal Stormcaller have 3 or 4 wargear cards?

A (WD 204). Three, even though Chief Librarians and Rune Lords can normally take up to 4.

TYRANIDS

Q1. Can a Lictor fire its flesh hooks at two separate targets?

A (WD 193, Web). No, but I can understand the confusion over this one. It's not terribly clear in the Lictor or flesh hooks descriptions in Codex Tyranids (though, weirdly enough, it is clear in the Biomorphs) and I got it wrong in a recent battle report — sometimes I wonder how I sleep at night!

Q2. When do you test for destroying fields with the Tyranid Voltage Field biomorph?

A (WD 194, Web). The test is only made when the Voltage Field makes a saving throw. At that point the crackling field “flares” outwards and you test to see if it overloads every other field within 4” of the Tyranid model with the Voltage Field – on a 4 or more the field is destroyed. If the Voltage Field makes multiple saves in the same turn make multiple tests to see if it burns out nearby fields. If the Voltage Field fails a saving throw there is no chance of it destroying fields nearby. Remember that Tyranid fields are not affected by the Voltage Field.

VEHICLES

Q1. The rulebook it states that you can accelerate or decelerate by one speed band per turn after the start of the battle, but the example given seems to suggest that you cannot change speed in the first turn of the game. Can you accelerate/decelerate in the first turn of the game?

A (WD 195, Web). Yes, you can accelerate or decelerate normally in the first turn. The example isn’t perhaps the best in the world, and assumes that you don’t want to accelerate on the first turn. Oh well...

Q2. Can the Ablative Armour Vehicle card save against an attacks by Buzzer Squigs or a Pulsa Rokkit?

A (WD 193, Web). No, the Ablative Armour card only works against weapons which punch through armour with an armour penetration roll. It would not work against an Eldar Distort cannon attack either, for example.

Q3. What happens to a skimmer which is hit by a Graviton Gun?

A (WD 198, Web). As with any other vehicle hit by a Graviton Gun, the skimmer’s armour is automatically penetrated and is likely to go out of control, but otherwise suffers no additional effects.

WARGEAR

Q1. Does the Teleport Jammer wargear card affect the Warp Jump Wargear card?

A (WD 194, Web). The Warp Jump cards says “A Warp Jump is an ancient alien device which allows a single model to teleport”, so it’s affected by the Teleport Jammer exactly as stated on the card!

Q2. Lightning claws and parrying. In the Wargear book it says lightning claws give you a parry. Is that intended to be one parry per claw or one parry for having a pair of claws?

A (WD 192, Web). You get one parry per lightning claw, just like you get one parry per sword if you’re using swords. In the Wargear book the profile shown is for one claw, not the pair. Ork power claws are far too clunky to give their user a parry (anyway, an Ork would tell you that parrying implies you’re scared of getting hurt!). Bjorn gets a single parry for his one lightning claw.

Q3. Can a model carry anything in a hand which is equipped with a lightning claw (in other words, could I use it to fire a pistol or throw a grenade, etc.)?

A (WD 193, Web). Although this is not stated in the rules, common sense dictates that the answer is no.

Q4. There are two wargear cards for the Hood of Gnyrll: one in the Space Wolves book and one in Dark Millennium. Can my opponent take both? The description makes it sound like there should only be one.

A (WD 195, Web). This is a good question, which also applies to a number of other items of wargear. It has come about because Dark Millennium was published after some of the Codexes. We took the opportunity to produce some nice thick card versions of the paper Wargear cards included in the already published books, but this has led to duplicates of some cards which really should be unique. As well as this, with the card section in White Dwarf, we’ve

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included more card duplicates of Wargear cards from the Codexes. This is great because it means that you don't have to chop up your Codex, but it can potentially create some confusion.

So, in order to make everything as clear as possible, and with the very gratefully received assistance of the Warhammer 40,000 Internet mailing list (thanks guys!), we've put together the following list. It shows every Wargear card we've ever published (we hope!) including those from the Citadel Journal (which are denoted with italics). We've stated in the list if the cards are Uncommon, Rare or Unique. There can never be more than one of each Unique item in an army, and Rare items are limited to the number of cards we've published (and you can't buy extra sets to increase the number available!). We recommend that any number of Uncommon items may be used, even if there aren't enough cards for them, as Uncommon items represent things that should only be available to characters, but not in limited quantities. We also recommend that Unique items should only normally be used by the special characters listed as having them in an army list, and that they may only be taken by other characters in your army if your opponent agrees that this is OK before the battle starts. After all, Jain Zar doesn't lend the Silent Death to just anybody! Obviously, the normal limitations printed on the Wargear cards (eg Eldar only) still apply. *ED*
NOTE: The rarity rules attached to this answer have been incorporated into the Battle Bible text.

OTHER FAQs

There were two other semi-official major sources that people have sometimes delved into.

Ed Etkin's *Gates of Fenris* website ran Q&A content. On it he states that "I have been corresponding with Andy Chambers and Jervis Johnson of GWUK (most of you know them as the Designers who have worked on all of the above games), who have kindly offered to answer any questions that arise in WH40k". As the Q&A article in *Inquisitor* #14 noted, which was also compiled by Ed Etkin, these answers came with a note: "Disclaimer: This stuff is just our own opinions – it ain't official until it's in print!" The Etkin material has been widely copied since the original website went down, undergoing random alterations as people incorporate other FAQ sources or simply make changes as they desire. A snapshot of the final original version, from late 1996, can be found here: <https://web.archive.org/web/19990127170656/http://www.escape.com/%7E5timer/qa.html>

Lastly, there was the GW Customer Service FAQ, the last update apparently being May 1998 by Tim Huckleberry. These answers had the caveat, "All answers are *unofficial* until they appear in White Dwarf, etc!". A snapshot of this is allegedly posted here: https://web.archive.org/web/20010507151433if_/http://thewarp.net/war/stern/2nd/faq.txt

I cannot verify the accuracy of any information from the latter two web sources, but you'll notice that a reasonable amount of it also appears in either the *White Dwarf* or GW website FAQs.

Future versions will compile the less-official answers in this section.

BATTLE BIBLE FAQ

Version f1.0

10/3/1998

I Introduction

1. Foreward

This document was created in an effort to pre-emptively answer many of the most popular questions concerning Battle Bibles. It was created by the Editor-in-Chief of the Battle Bible and is intended as an expanding resource, not as a total list of answers. It isn't perfect. Nothing is.

2. Common Terms

"E ditorial S taff":	The creators of the Battle Bible, who maintain and update it.
"E ditor-in-Chief":	Jason Payne, aka DarkS talker
"BB email":	battlebible@ mindspring.com, the primary method of contacting the E ditorial S taff
"BB":	Battle Bible.
"40K":	Warhammer 40,000
"GW":	Games Workshop (www.games-workshop.com)
"IP":	Intellectual Property Department
"DL":	Download
"FTP":	File Transfer Protocol
"the BB website":	http://www.mindspring.com/~damonbradl/Warhammer_Index.htm
"the newsgroup":	rec.games.miniatures.warhammer

5. History

The first version of the first Battle Bible was 1.0, created for 40K, and released March of 1998. Since then, NEC has been added, and an Epic BB has been crafted.

Games Workshop was contacted in March regarding the project, and at that time the Editorial Staff received an email which gave them permission to distribute the BB freely on the Internet. The only restrictions on this were that no monetary profit would be made for distribution of the project.

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In August, the Editorial Staff received another email from GW's IP department. The content of this email was cordial, but requested that the BB's free distribution via the Internet cease immediately. The grounds for this request were that apparently customers of GW products had been placing complaint phonecalls to customer support. These calls complained that although the customers who were calling had paid full price for GW products and rules, gamers the world over were "receiving the same rules for free".

Despite this reality's strict opposition from the original intent, the Editorial Staff gave in and stopped distribution. However, there are sites out there which maintain a downloadable BB, so people still obtain it.

II: Basic Information

1. What is the Battle Bible?

The BBs were created so that the Editorial Staff would have a single resource with an Index and cross-references which would provide rapid, in-game resolution of mechanical questions. The intent was to have a resource which would compliment, not take the place of, the "official" set of GW rulebooks and Codexes.

The Battle Bible is available in Word 97, Word 95, HTML, and text-only formats. However, only the Word 97 version is "supported"; the other versions were created solely in response to user compatibility complaint, and are not as good-looking as the original. Work has only been performed on the Word 97 versions; all others are presented "as-is".

2. System Requirements

For the Word 97 version, your computer should be at least a Pentium 200 with 32 MB of RAM. Yes, all this for a Word document, but it IS 300+ pages. 64MB of RAM is preferable when printing the document.

III: Frequently Asked Questions

1. The Password

Q. What's the password for the BB?

A. ARRRRGH! This is the #1 question we get. Before I launch into the probably-to-be-ignored soapbox of why I don't give it out, here it is:

"eversor". Version 1.x, where $x < 3$, used "vindicare" as the password.

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Now, to those of you who didn't get this response when you emailed us for it: those sites which distribute the BB have been asked, nicely, to remove the password which locks the zipfile. They have steadfastly ignored this request. As a result, the Editorial Staff gets 20+ emails a day, wondering what the password is.

We may seem annoyed at this; we are. It's not that we don't welcome your comments--far from it. We just don't want to waste your time and ours by doing the password thing.

2. Legal Questions

Q. Isn't the Battle Bible a copyright infringement of some sort?

A. No. Let me say that again: no. Feel free to re-read that line again, if you'd like to.

Q. C'mon, now--you're using the words "Warhammer", "Eldar", etc.! Isn't that illegal?

A. No. The inclusion of copyrighted words and terms in the BB is done in cooperation with, not violation of, copyright law and GW's rights in that regard. GW's IP department mandates that 1) any use of these "reserved words" must be accompanied by a "legal notice" describing the intent of their use, and 2) that the use of these words not be included in a project for the purposes of retail gain. In other words, as long as there's a legal notice and we don't sell it, it's okay. Please visit GW's IP website for more information.

Q. But you're copying the rules of the Codexes verbatim! That's plagiarism!

A. Yes, copying the words of an existing, copyrighted publication **IS** illegal. But that is NOT what the BB does, on any level or in any part.

Q. Are we talking about the same Battle Bible? Isn't the Battle Bible just a set of rules that is the same thing as all the GW rulebooks and Codexes?

A. Yes, and no. The BB is intended to be a supplement to GW's gaming products, and is really supposed to be used only by people who own them. The wording, however, of the BBs, is completely original--though the concepts and basic ideas may be the same throughout, none of the wording of GW's products survives intact. This took a great deal of work, rewording the material of a thousand pages, but it was done intentionally, and for this very reason.

Q. So the BB is not plagiarism?

A. Correct.

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Q. But couldn't GW sue you for stealing their ideas?

A. Of course they could sue--the Old Granny vs. Purveyors of Hot Coffee suit, not to mention OJ, proves that anybody can sue anybody. But that doesn't make it right. The law, and case precedent--within the wargaming industry, in fact--backs the Editorial Staff. Even though the wording of an original work of writing, by definition, is copyrighted the instant it is cast into written form, the same protection does not exist for concepts or ideas, which may not be protected. This is why I can be writing this FAQ using Notepad, Wordpad, Word, Ami Pro, WordPerfect, ClarisWorks, etc.--the concept of a "word processor" can't be protected. The code strings which comprise a particular iteration/interpretation of that concept, however, can be, which is why I can't put my name on MS Word and sell it.

Q. So why did you buckle when GW asked you to stop distributing it?

A. Note the phrasing, there: "asked". GW did indeed ASK, and not DEMAND or REQUIRE this action. This is because, even though the IP staff may violently defend their copyrights and possible infringements thereof, they know that the law backs the Editorial Staff on this one.

Q. So, legally, you could SELL the BB, and GW couldn't sue you?

A. Read the answer above for a response to the "could they sue" part of that. Could they sue? You bet. Could they win? Probably. Would it be legal for them to do so? Hell, no. Would it be a bigger travesty than the OJ case? Tough call. I never played for the Broncos. On the other hand, it doesn't cost you \$40 to read the BB, either.

Q. So, why aren't you selling it?

A. First, we want it to be free. We're gamers, just like you. We don't like paying a lot of money for rulebooks; we'd rather be spending it on miniatures. A lot of you probably won't believe that, so we'll give you another reason: we don't feel like tangling with the biggest wargaming manufacturer in the known universe simply to defend what is right. Those who have moral criticisms or objections to this might want to take a look at all the OTHER things the Editorial Staff does, other than play with miniatures.

Q. Can I print out the BB and use it at games?

A. Hell, yes. Otherwise, it's not much use--unless you have a p1mp-daddy laptop that you can take to games.

Q. Can I print out the BB and make copies for friends?

A. Yes. The answer to this, at one point, was "no"--the Editorial Staff wanted to keep a list of everybody who used it, but that was before the BB website got 1,000+ hits a day. A quick reality check changed this condition.

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Q. Can I print out the BB and sell it to friends?

A. No. You may NOT profit financially in any way from distribution, modification, production, etc. of the BB. Period. Hell, if the Editorial Staff can't, you certainly can't.

Q. Can I put the Battle Bible(s) on my website?

A. Sure. In order to do so, however, you have to follow a couple rules. First, email the Editorial staff to tell them the URL of the page. Second, make sure you have a link to the Battle Bible homepage. Finally, make sure you make it clear that you include the Copyright Notice. The URL for the BB homepage and the Copyright Notice may be found elsewhere in this document.

Q. Can I contact GW's IP department to get more information on their policies/bitch to them about the BB/just harass them?

A. Sure, it's a free country, though I'd prefer you not do the latter two. My contact there has been Max Botrill, who can be reached at MaxB@ games-workshop.co.uk (sorry, Max).

Q. Can I add my own Codexes to the Battle Bible?

A. Legally, it's illegal to modify the Battle Bible without consent of its creators. However, if it's just for distribution and use within your own gaming circle, and will not be used outside about 10 people, then go for it.

Q. You're sure about all of this?

A. Uh-huh. Would we risk a lawsuit if we weren't?

Q. Why are the first umpteen questions in this FAQ legal-related?

A. Because there are a lot of people out there who misunderstand things. Law is tricky. "Right" is tricky. But even if you don't know the case studies, think about it: the BB is a labour of love, given without condition or profit freely to the community from which it sprung. GW charges \$38 for plastic terminators. You judge which side Right is on. To quote my favourite band:

"Each time we bathe our reactions
In artificial light
Each time we alter the focus
To make a wrong move seem right
We get so used to perceptions
Make yourself a nervous wreck
You get so used to surrender
Reaching out to cover your neck. " –Rush

3. Troubleshooting

Q. I'm having trouble viewing the BB. What's wrong?

A. Ensure that you are using the right kind of tool to view the BB--if you downloaded the Word 97 version, don't open it in Word 95. If you're not sure which version you got, contact the website FROM WHICH YOU GOT IT. Don't email the Editors asking which version you downloaded, because we can't read minds.

Second, ensure that the file you downloaded wasn't corrupted in transit. Download it again, if necessary.

Third, make sure you're using WinZip 6.3, which was the utility used to compress the BB. Using earlier versions may corrupt the unzipped document.

Q. All those things are fine, but I'm still having troubles. What's wrong, now?

A. Make sure your computer has enough RAM. Calling up a 300+ page Word document takes some. About 64MB is par for good performance.

Q. My computer is the p1mp daddy machine of love, and the tables look odd. Any more tips?

A. This is probably because you're looking *ED Note: original is truncated here*.

Q. When I click on a hyperlinked reference, it takes me someplace totally different. What's wrong?

A. Check to make sure that you're using the Word 97 version. Also, make sure you're not Viewing Codes (that paragraph-looking toggle button). Most likely, however, this is due to a corruption of the document. I get the feeling that Word was never meant to handle documents of this size. My first hint was when it told me that due to the size of the file, it would no longer be spell-checking. At all.

Q. The HTML version looks like total crap, dudes. You're aware of that?

A. Yeah. If you really hate it, complain about Word 97's "Save As HTML" feature, which takes 25 minutes to create a piece of crap.

END